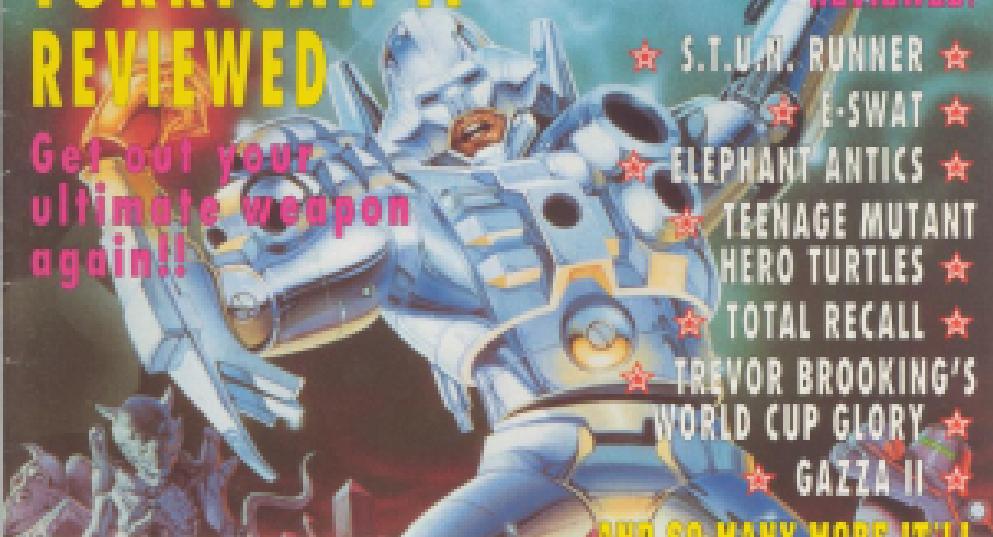




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TURRICAN II REVIEWED

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YC TAPE 16 - UNLUCKY FOR SOME,
A REAL STONKER FOR YOU!
IF YOU CAN READ THIS MESSAGE
YOU'VE EITHER RIPPED THE TAPE
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SHOVE IT IN YOUR DATASACETTE
OR THE NEWSIE HAS GOT IT IN A
RATHER SAFER PLACE. IF IT'S
THE LATTER, I THINK YOU'D
BETTER HAVE A CHAT TO HIM!!

AND SO MANY MORE IT'LL
MAKE YOUR HEAD EXPLODE!!!



FEBRUARY 1991

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- ★ S.T.U.N. RUNNER
- ★ E-SWAT
- ★ ELEPHANT ANTICS
- ★ TEENAGE MUTANT
HERO TURTLES
- ★ TOTAL RECALL
- ★ TREVOR BROOKING'S
WORLD CUP GLORY
- ★ GAZZA II

VIZ ALSO REVIEWED INSIDE: AS NAUGHTY AS A CAT THAT'S POOPED IN YOUR HEADPHONES



From the programmers of *Silkworm*, the shoot 'em up of the eighties, comes *SWIV*, the shoot 'em up of the nineties.

STORM SWIV



S

W

I

V



Computer added weapons systems on-line, communications equipment operational. System checks complete, prepare for combat. A member of your nation's elite assault team - SWIV. Two different vehicles of devastating destructive power, targeting headed towards your team.

Primary Objective: Destroy enemy control centers.

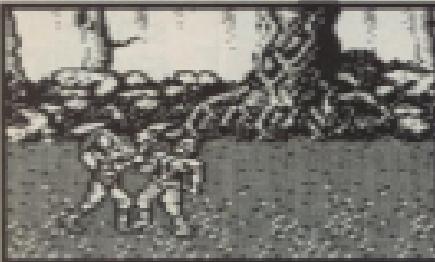
Secondary Objective: Interdiction mission. The destruction by means of all military units. SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Designed to be THE Shoot 'em Up of the year." Amiga Computing November '90

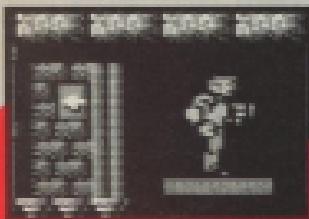
"A superlative Shoot 'em Up Master." Zero November '90

Recreations shown are from the Amiga version.

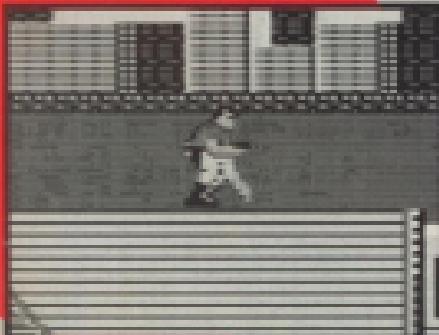
TURRICAN II
(PC) - This time he's really hard, and you can find out how hard he is by putting your hand... ahem, wrong script... by loading the free playable demo and reading the brief revised!



GOLDEN AXE (PC) - Blasting everywhere, as you venture into Turtle village (they get everywhere don't they?).



total recall
(PC) - The game of the film of the book of the idea of the dream of the decade!



ESWAT (PC) - More horizontally scrolling shoot-em-up carnage mayhem. Heaven... I wonder where's that's been done before, and oh look, you even get a robotic suit to wear, hmmm...

CONTENTS

YC FEBRUARY 1991

featuropies

- 26 **1990 - the year in full** As Members choice you'll follow through the 1990 releases and relive last year as it happened.
- 29 **yc wobbly awards 1990** Your turn to vote for the best games for last year.
- 64 **cyberfunk** Jeff Dancy chats to Amiga guru (Cedric), and video specialist (Katherine), about the use of home computers in video making.

reviews

- 08 **turrican II** (PC/Fun One)
- 12 **viz** (PC/Fun One)
- 18 **golden axe**
- 30 **s.t.u.n. runner**
- 32 **off road racer** (PC/Fun One)
- 33 **narc**
- 36 **eswat**
- 41 **dragon breed**
- 49 **teenage mutant hero turtles**
- 50 **total recall**
- 52 **trevor brooking's world cup glory**
- 56 **gazza II**
- 58 **elephant antics**

regulars

- 04 **data** Find out what's been happening with newbies Beverly and... Beverly Garrison.
- 21 **konsole krazy** The special section dedicated for those C64GS owners who need a little more in their lives.
- 38 **scum of the earth** Do you wanna shoot, huh? (Gag, I'm not looking!)
- 42 **misadventures** What's down that horrible smelly hole, exactly? It's alright, it's only Paul Flights and his world-class son.
- 47 **post apocalypse** More letters thrown in the bin by the most astute society of them all.
- 57 **bulgie column** All the latest budget games reviewed with a need and a laugh.
- 60 **thangs to come** Previews of the anticipated games.

on the tape

- 14 **turrican II demo, quad, runaway, bazaar** These are a few of my favorite things.

poster

- 34 **star control - accolade**

DATA



PEOPLE DO THE SPACKIEST THINGS

Stewart Bell of Electronic Zoo proves that he certainly isn't scared of making a prat of himself.

GERMAN HERMAN

Goldilocks, that yonks-old boardgame that you used to lose all the cards and counters for when you were younger, and you always wanted another copy of it as you grew up because you remembered it to be a right stinker of a game, especially when all your friends came round to play, is soon to hit the C64 carts of Digital Magic Software.

The company, who hails from the over-so-friendly nightspot of Widnes, has sent us some wonderful promotion pictures of the staff going ape-bananas-crazy with Germanic Nazi uniforms on and leaping around a local church pretending to be soldiers/convicts (a. Tony Adams) during the war. Apparently these were shot in a church because it was the nearest local landmark.



that resembled Goldilocks. Unfortunately it looks about as convincing as one of Jeremy Beadle's hate beards. If you want the right atmosphere you should try your local NHS hospital, then you'll be going some way as to the agony the soldiers were going through.

One thing stands out though, apart from the fact that the game looks brilliant, is that the commodore 64 version is being programmed by the Petullos, the guy who also supplied you lucky lot with Limbo and Limbo II (give us on our previous tapes), so you can bet you'll be getting some wicked code day the way. Still the one with the long coat on, who's leaping the wall in the piccy.

Look out for our review pretty shortly.



IT'LL SCARE THE

SMASHING, SUPER, GREAT!

Ocean has smashed and grabbed the rights to convert the popular Williams' coin-op Smash TV.

The Gauntlet-style four player coin op which, if you don't already know, is a futuristic, over-the-top, combat game full of weapons' violence. It promises to be a real rambler too, being programmed by Probe and it should reach the shelves by the middle of the year... um, smashing!

Also planned for Christmas next year is Terminator 2, which is to be based on the new movie of the same name starring Arnold Schwarzenegger and Holly (idiot). Being the sequel to one of the best written science fiction thrillers you can bet that it'll be an action packed as a walk through a Denzil park.

WITH BEVY BABES

HE FLARES OFF YOU!

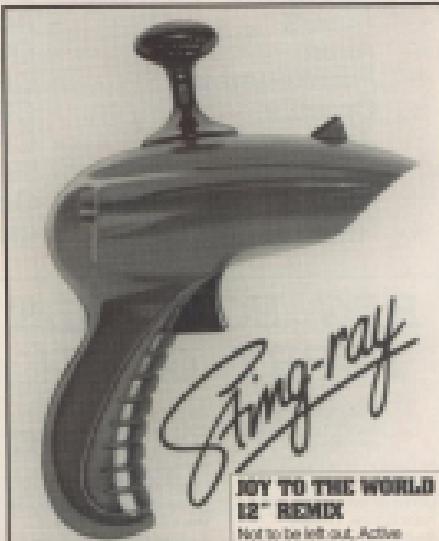
Joy To The World

Spectravideo, the firm that used to market Quakejoy joysticks, has launched a new joystick manufacturing company called Logic 3. And to celebrate the fact the company is launching, Sting-ray (I wonder if Gerry Anderson knows all about it), a joystick that looks a bit like a hair-dryer but will help you wipe them aliens as fast as you can say Spectravideo... err... Spectro... er... joystick.

Logic 3 is so proud of the little beauty that Spectravideo boss, Aswin Patel, said "We see Logic

3 as the BMW of the joystick world and the Sting-ray is the ultimate zapping machine." Aaah! If Logic 3 is the BMW then who's the Rolls Royce? And who would even up to being the Reliant Robin? Only time will tell, but catch the next issue of YC - the Penske of the newsgagents - for a joystick round-up where we'll sort the Skoda from the Porches.

Incidentally, the Sting-ray will be priced at £14.99 for a standard quality version, and £15.99 if you want autofire as well.



JOY TO THE WORLD 12" REMIX

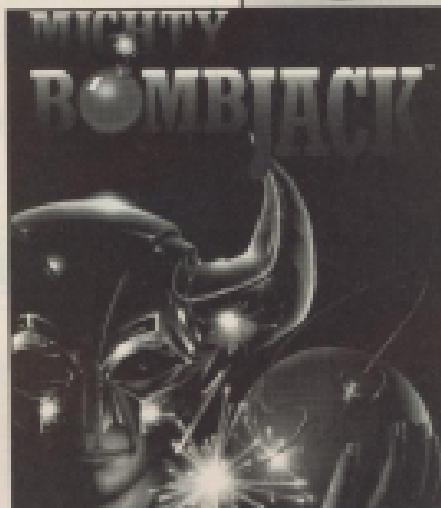
Not to be left out, Active Distribution has signed a marketing agreement with Champ joysticks in the U.S. of A. This means that all those stonky games tools that the ganks have been using and enjoying so much, will now be available in Fred (Bloggs' corner software emporium).

The first for us committed owners will be the Yoke - a yoke-style joystick, of course, with full throttle control, a fire button on each arm, full 360 degrees turn, and thumbscrews to clamp onto tables (or to re-enact the Spanish Inquisition on your Grandad when he's asleep). This will undoubtedly make F-16 Combat Pilot a dozen better game (could it be any better than it is now?), but for the chunky price of £49.99 you'd better have lost of wonga in your pocket.

JACK'S BACK

Elite's jumping platform puzzle game is to make an explosive reappearance, promising to be bigger and nastier than the previous two Bombjack games, with a playing area covering 17 levels and incorporating over 290 adventure screens.

Mighty Bombjack, which is to be released about now (price £39.99/£12.99) is likely to be bouncing up to No. 1 in the charts in a similar fashion to its two predecessors.



YC ALL-TIME TOP TEN SCAREY GAMES

- * Rocky Horror Show - CRL
- * Friday the Thirteenth - Domark
- * Aliens - Activision
- * Alien - Quicksilva
- * Frankenstein - CRL
- * Dracula - CRL
- * Jack the Ripper - CRL
- * Evil Dead - Palace
- * Nightbreed - Ocean
- * Phobia - Imageworks



BIG HORRIBLE FURRY ONES!

Arachnophobia - the fear of spiders and not Saddam Hussein - is about to grip even the calmest of comic书 owners in the near future. Disney Software, which is currently working on *Duck Tales* and *Dick Tracy*, will also be converting the latest of Spielberg blockbusters to hit our cinema screens.

Arachnophobia, the film, follows the plight of Dr. Peter Jennings, his wife and two children when they move out to Canada, a creepy, picturesque kinda place (he has ya more dreams of). However, the

Jennings' sons find out they are not the only new kids on the block and that there's a rather unexpected big, hairy guest in their basement who, in the following few days, knocks off a few of the leading citizens, goes forth and multiplies, turns the neighbourhood into a web of chaos and supplies people with permanent skid marks. The film mixes Hitchcock suspense with humour and it plays on what happens when people's phobias run amok. Dr. Jennings is the Indiana Jones type dad who has to first overcome his arachnophobia before he

faces the baddies and saves the neighbourhood.

The computer game sure promises lots of spider biffing and arcade action and should not be left unattended near whispering females!



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DID YOU KNOW...

About 22% of the population has arachnophobia - it is our most common fear followed by the fear of heights.

BIG, BIIIGGG, CICK UPS (DOOEE!)

Errr... Errr... When we got the last issue back we were quite surprised that there was a humungous big cock-up involving two of the pages.

The pages in question are 33 and 36, where not only has the end of the *Associate in Action* review been misheld, but the page that was originally supposed to be printed on page 36 has been split into two wrong halves and distributed over the two pages in question. We hope that this has not impaired your enjoyment of YC in possibly made to fall about the floor in laughter) and we promise that those responsible will be beaten about the head and goodies with a very large stick.

For those who were interested in the *Associate* review the overall score for the compilation was 75% and it is recommended for those who are after a fast racing game or a superb American Farty sim.

Oh, by the way, pages 64 and 65 in that issue were swapped around too! Sorry!

Rik Henderson - the editor with heart (het hoff)

RIK'S AN 'IN' SORT OF CHAPPIE

This year's In-Off was held at the Intercontinental Hotel in London and is the industry's Star-Dig and awards ceremony attended by the rich and famous of computer games companies, magazines, offices and distributors - anyone who's anyone. On a cold December night, His Royal Highness actually took off his jeans and rolled on His Prince Charming shirt, click-clack and dinner jacket. He mingled, drank, tried to eat solid food, drank, was entertained by Julian Clary, drank, oh, and experienced YO!

He came back with a headache and a crumpled piece of paper covered in boozes with the results of the awards for me. After wiping them down, here are the results:

Budget Game of the Year - *Interceptor Range*. Video Game of the Year - *John Madden*

Football, Electronic Arts, Adventure Game of the Year - *Captive, Mindscope*.

Simulation of the Year - *F19 Stealth Fighter, Microprose*.

Arcade Game of the Year - *Speedball 2, Imagesoft*.

Promotion of the Year - *Teenage Mutant Hero Turtles, Imagesoft*.

European Magazine of the Year - *Zeno*.

Technical Merit - *Midwinter, Microprose*.

Development Team of the Year - *Core Design*.

Licensed Property of the Year - *Lotus Eropa Turbo Challenge, Granville*.

Overall Game of the Year - *Captive, Mindscope*.

Software House of the Year - *Ocean*.

Industry Achievement

- *Imadecoders*.

As you can see there were very few awards that went to 8-bit games and this does not bode well for the future.

YC'S TOP TEN MOST SCAREY SCARES

1. Jeremy Boddie turning up for tea
2. Getting run over with dirty underwear on
3. Having the cough and drop test performed by Tatina Whitmore
4. Your mumma 64 blowing up
5. Your momma throwing away your entire comic collection
6. Newsagent selling out of YC
7. Tidying your bedroom
8. Powersuit during Twin Peaks just before you're to find out who killed Laura Palmer
9. Losing your swimming trunks in the local swimming pool
10. Finding a slug in your salad when you're a vegetarian

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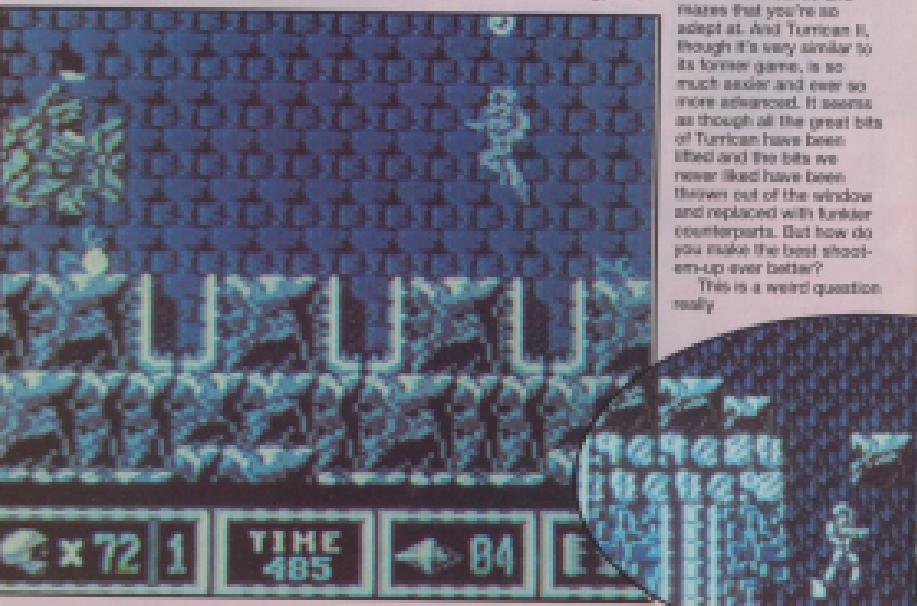
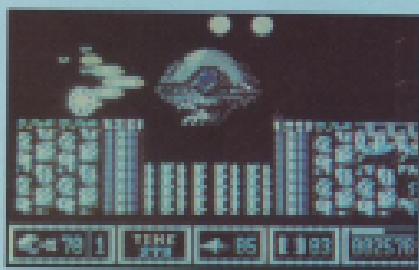
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One minute I was having a rain of fire blasted in my face by the big cyborg monstrosity, but after I unleashed my ultimate weapon he was never quite the same again.



TURRICAN III

So this is the final fight, eh? Oh yeah, until Turrican III that is! But we'll be happy with this'un for a while, or will we? **Rik Henderson** gets into his Spasm can suit and gobs flame pustules at little innocent frogs and things.

Megal is dead. Burnt! But you get rid of one foul-smelling nasty alien jibber and another one takes his place. Unfortunately, although you'd planned to buy a small cottage on the planet of pleasure, settle down with a can of tuna and raise a few ringtails, a

distress call has been sent from a small planet and you're the lin man to save it (the one out of the *Wurzil of Oz* was on holiday at the time).

So it's time once again to get out your ultimate weapon (sozer - cooga, among review) and traverse the classes, and mages that you're as adept at. And Turrican II, though it's very similar to its former game, is so much easier and ever so more advanced. It seems as though all the great bits of Turrican have been lifted and the bits we never liked have been thrown out of the window and replaced with tinker counterparts. But how do you make the best shoot-em-up ever better?

This is a weird question really

ICAN II

(because I don't know. There's not really that much difference about Tumicun II than its prequel. The amount of screens in the layouts are the same, and the playability seems identical, but at least this is what we want.

There will be one or two of you who've never heard of Tumicun and the following section is just for you (everybody else can go and put on their Stone Roses LP or something and hang loose for a while).

Tumicun II is much the same as most platform games apart from the fact that the levels are gigantic, and you have tonnes of weaponry to give you a better chance against the plethora of chunky baddies.

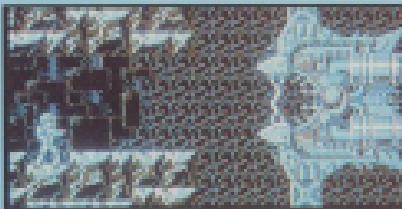
It's a case of fight your way through the cavern/labyrinth and find the end-of-level nasty, where you'll either get your ass well and truly kicked (like me) or you'll live to smug again, and again, and again. And while you're travelling you collect diamonds that give your score a major boost.

There's also a level of pure shoot-em-up action where our man in a can leaps into a superb-timed fighter craft, and you find yourself plunged into a horizontal scroll of the quality that only the company behind X-Out and Demansia could give. It's got mega loads of missiles to blast and the type of pick-up-extras gameplay that we have come to expect. Hell the main game itself offers so much anyway that this section is just a bonus.

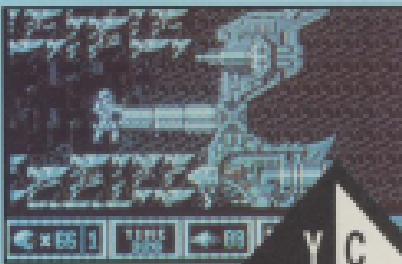
As you explore, you'll come across items that can be collected, and they can give you anything from a little bit more energy to an extra life, with a few scattered death-coughing mega-blasters in between. You'll also find yourself with an enormous range of backgrounds. A lot of the time on the earlier levels being spent under water.

The major improvements on the original are the small graphical extras and the size of the end-of-level monsters (they are monsters too). One of which is over three screens big, proving that the console can do it too, who needs a 16-bit machine.

The gameplay (as I've previously mentioned) is just the same as Tumicun's, and follows the 'If it's successful clean it out again and again' stable. But, thankfully that was what made Tumicun great, and fortunately Tumicun II, if there's such



Other like machines supposed to get machine, and before I knew it I was grabbed by the... big ass-type thing (you thought I was going to say position, didn't you?)



a phrase, greater. The graphics are spiffy, the sonics are spiffy and the game as a whole is so gigantic that it'll take average games players absolutely years to get anywhere. There are very few games that are better than this Germanic effort, and certainly none of them offer such joystick-mashing action.



MADE BY: Tumicun II,
STUDIO: Studio 100 Arts,
RELEASE: £34.99 (Sega, £14.99 (Dreamcast))
DEVELOPED BY: Luke Pilkington



PROS	CONS	OVERALL
• Pretty	• Boring	• 8/10
• 40 SCREENS	• Very Lucky	• 10/10
• Vegetables	• and shiny	• 9/10
• really, but	• in the heat	• 8/10
• that means	• series of the	• 7/10
• the ZX	• world	• 6/10
• should be		• 5/10
• spiffy		• 4/10

MADE BY: Tumicun II,
STUDIO: Studio 100 Arts,
RELEASE: £34.99 (Sega, £14.99 (Dreamcast))
DEVELOPED BY: Luke Pilkington

OVERALL
92%

The game that kicked the ass of all the coin-op conversions is back with some serious fireworks. Don't leave it in the hands of transpotters, it'll change their lives forever.



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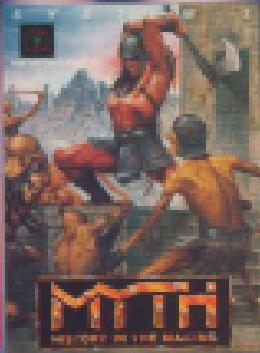
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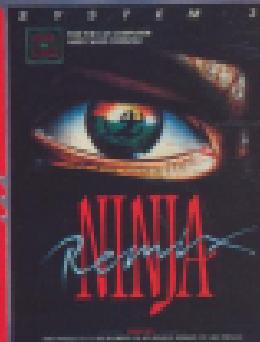
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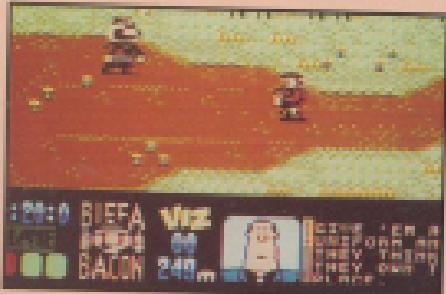
VIZ

Rik Henderson reviews the nudest, most obscene game in the history of the console, and he tries to do it without using any naughty words. It's erm... It's er... Oh knockers!!! Let's get on with it (Fnam! Fnam!...)

This is the big one (You yadd! Y-yadd!), it's just the job for inserting into your floppy (Usur! Usur!), it'll keep you wriggling your joystick for hours (Gawdawser! Gawdawser!). So let's take it in hand (Sittin'upppp!) and give it a good prong (Woo! Woo! Frawp! Frawp! Assal Assal Etc.).

It's no secret that Viz

comic is one of the biggest phenomena in the last decade. Starting as a small fanzine sold for beer money, within ten years it is rumoured to be selling over 1 million copies every two months. And this is without the uncanny sales of merchandise (T-Shirts, books, etc.), and it all together and we are talking big wonga. But why?



It all boils down to the average morality of the British adult population. They like nudity and double entendres, and they're welcome any publication that can give it to them. What makes Viz as a cut above the rest though is the fact that its humour is, as blatantly unsuitable as it comes, is cleverly written and splendidly drawn, and the characters are likable for their faults.

It's natural therefore to grab such a licence by the short and curlies for exploitation, although minors (young people, not Arthur Scargill) will have to wear a fake beard if they want to have a copy all for themselves.

But who could give us such bawdy tomfoolery? None other than Viz and Probe (Y-yadd!), who have linked up before to give us excellent comic conventions (remember the entire Dan Dare series?). Although this time they've taken on a much harder task (Anybody suggests again and I'm off).

The first thing that was decided was that the game shouldn't be toned down to comply with a younger market (and quite right too). In fact when Viz was asked if they wanted such a version, its response was "F***'O! B****'KST". And boy has a meaty comicbook been produced.

You play any one of the three most popular characters, Biffa Bacon, Johnny Fartpants, and

Buster Gonzo, and you can choose who to attack with the help of a very colourful 10 opening screen. Each character has certain erm... characteristics that can help you during play. Biffa can either punch or go into a lager frenzy, Buster can bounces on his overgrown testicles, or carry them in a wheelchair, and Johnny can pump up through his anal passage causing him to proper himself forward the can either do a small puff or a giant Boston cheer.

The aim of the main part of the game is to race across a horizontally scrolling landscape, avoiding the other Viz characters and other hazards, and beat your fellow chums to the finishing line. There are five of these starting levels and they get increasingly harder as you progress.

If you happen to stumble upon an obstacle, you'll end up in your posterior, do this three times and your little sprite will bop off. In between these levels are sub-games, two for each character, and this is where the real fun for what Viz is all about is experienced.

If you're Johnny Fartpants your subgames (you can choose which one you wish to do) are a fart up the pole competition, to see how high you can get by dropping one, or you must blow up balloons with your rectum in time for the little girls party.

As Biffa Bacon you can either see how many pints

The Viz Characters

you can drink in the lime juice, or people will throw bricks at you and you have to head, punch or kick them back.

Buster Gossard's first subgame is similar to Johnny's, but you must bounce your way to the top of the pole using your unfeasibly large knuckles, or alternatively, the pancake machine at the Fulcherian bakery has broken down and you can use your talents (?) to help batter the dough.

Most of these games are joystick wiggles (what else?), and depending on how well you do you'll be awarded tokens. Each token allows you to use one of your enhanced powers, and in any one subgame you can earn up to 9 of them. If you fail it doesn't matter though because you'll not lose a life.

Although the gameplay sounds a fail simile, it's the blithely in the graphics and the variety of the main characters that impress the most. For instance, if you come across Shaky you'll be sent haywire and your controls will go wild when he is playing his kind of music.

A bonus for us *Comix* owners, is that *Viz* was designed and originally programmed on our machines, so we've got the original game, and there's no reason why it isn't the best version. For a start the graphics are superb, and they're very true to their crude cartoon counterparts, and there are a lot of them to choose from. The whole of *Viz* seems to be represented apart from Billy The Fish, because the programme doesn't like him, although I feel that he could warrant a game all to himself.

The whole package is enhanced by the running commentary by Roger Malla, although this could very well be the reason why it won't be sold to those that would appreciate the humour most. To say that his language is anything less than really would be an



Johnny

Partying - Party by name and party by nature. If you're looking for a champion in the trouser number stakes, for real brassed sprouts, you need look no further than the Ivory League favourite movie in undoubtedly gone with the wind. Favourite saying - "Yippee!"

Biffa Bacon - The lad of the Bacon family, a group of 'and b****ds with more muscles than bacon. His favourite hobby is going to the pub and drinking many pints of lager, and then many more. Favourite saying - "Did you spill my pint?"

understatement.

If you're keen on being naughty and you promise that you'll not let your mum see you play this, it'd be a cracker of an idea to get this game, it'll have you laughing

all the way to adulthood (when you can get the comic for yourself). *Viz* is just the

job for playing with yourself (8-year-old K-jud). 

With three characters to choose from, games are varied every time and the humour is just based at the correct base level to keep me amused. *Viz* is a true milestone in *Comix* games.



■ 4122901	■ 4122911	■ 4122921
■ 4122902	■ 4122912	■ 4122922
■ 4122903	■ 4122913	■ 4122923
■ 4122904	■ 4122914	■ 4122924
■ 4122905	■ 4122915	■ 4122925
■ 4122906	■ 4122916	■ 4122926
■ 4122907	■ 4122917	■ 4122927
■ 4122908	■ 4122918	■ 4122928
■ 4122909	■ 4122919	■ 4122929
■ 4122910	■ 4122920	■ 4122930

NAME: *Viz*
SUPPLIER: Virgin Games
PRICE: £19.99 tape, £14.99 disk
RELEASE DATE: Late January '91

OVERALL: **89%**

ON THE TAPE

No less than five full games, never before published on cassette, and a completely playable demo of the hot new Turrican II, and you've got the stonkiest tape to ever appear on a commie mag!

TURRICAN II DEMO

Only one of the 11 levels that make up the five zones, but it's fully playable, and completely wicked.

RUNAWAY

An adventure game, designed using the Graphic Adventure Creator from Incentive Software, based around a child's desire to become one of the many homeless.

BAZAIR

Arcade action with more variations of gameplay than you can count on an abacus.

MIND GAMES

Yet another original game as you explore the inside of the president's brain and find out what kind of guy is entrusted with the 'button' to end all civilisation.

THE ASTRODUS AFFAIR

Another adventure written using GAC. This time it's in space, where nobody can hear you bite into a Spam sandwich.

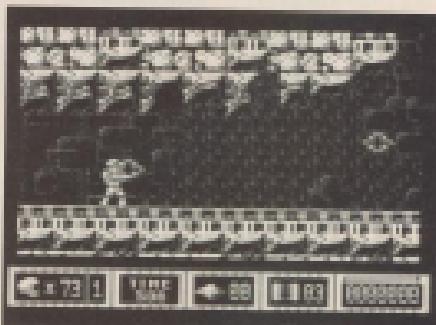
QUAD

A breakout variant with many differences. Four bats for a start.

THE CONTENTS

Side A: Turrican II Demo, Runaway, Bazaar

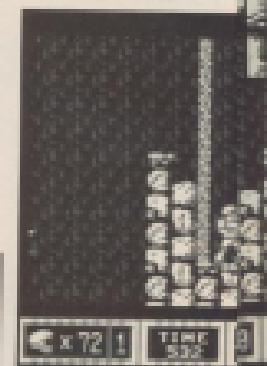
Side B: Mind Games, The Astrodus Affair, Quad



TURRICAN II DEMO

Supplier: Rainbow Arts
Type: Playable demo -
Arcade Action
Controls: Joystick in port
two

The Mighty Mongol is dead, you offed him in spectacular style at the end of the first game, but another threat to



intergalactic peace has arisen. Now you've been asked to do the job again, and in much the same way

as before.

To make this easier during the demo, and to allow you to see more of the scenery, you've got 10 levels to play with (considerably more than the real thing), but the gameplay is identical.

When you've reached the end of the level you'll be greeted with a message so there's even something to play for.



Quad is Breakout with a difference. In fact, it should be called Break-in. Instead of just one fiddly little bat at the base of the screen, you have four bats, one for each side. This time, you've got those bricks surrounded.

You control the bats at top and bottom with joystick left/right, and the left and right bats with up/down. Unlike all other games of this sort, you do not lose a life if the ball goes past your bat. In fact, the ball never leaves the screen - the point is to stop it bouncing off the sides. The penalty for letting the ball pass is that you lose a brick from the screen.

You might think that an advantage, since what you need to do is get rid of the bricks. But no, because the brick lost does not count towards your score, and reduces the number left for you to score on. Since you need a certain number of bricks to get on the next screen each time, this can lead you to be trapped at the same level

all over again.

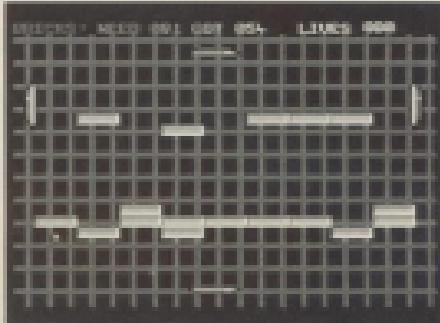
The counters at the top of the screen will give you an idea of your current situation. The Need figure shows you how many bricks you want to get to the next screen, and the Got figure shows you how many you have towards your total. If you are in a frame, you must still clear all bricks present to progress.

However, you must be careful that you don't lose enough penalty points to drop the need figure below that you need to

complete the frame, otherwise you'll have to do it all over again. Devilish, eh?

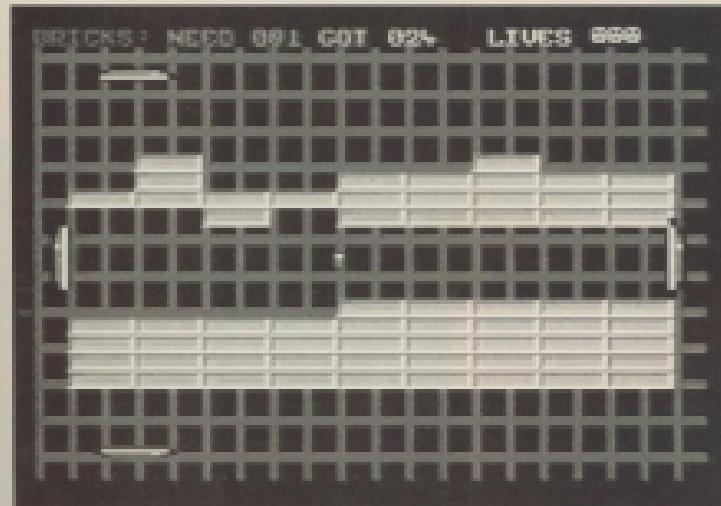
It is in the process of clearing the screen, the Got counter drops to zero, or on completing a screen you fail to achieve the Need value, one life will be lost. Lives are shown by the smiling faces. When all three are gone, the game ends. No extra lives will be given.

There are eight screens in all, and besides this, the game offers a number of options. It can be played



QUAD

Programmer: Nick Summer
Type: Complete game -
Arcade action
Controls: Joystick in port two (1 player), plus a joystick in port one (2 players)



with one or two players - one player controlling the left/right bat, the other controlling the up/down. The bat size can be made large or small, or the ball speed made fast or slow. All these options are chosen after the game has loaded as follows:

[F1] - Number of players. Toggles between one and two.

[F2] - Bat size. Toggles between large and small.

[F3] - Ball speed. Toggles between fast and slow.

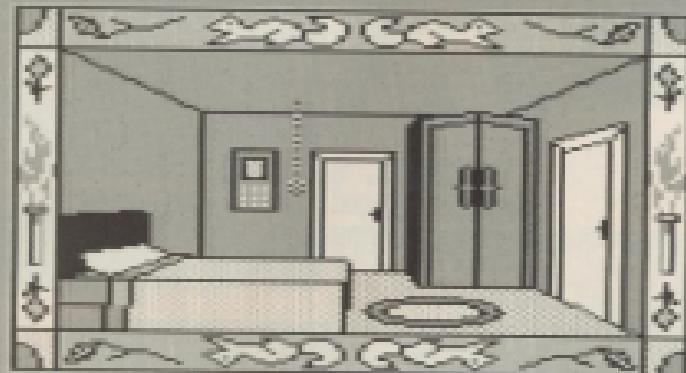
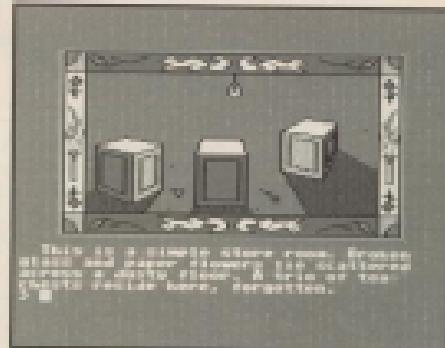
[F7] - Starts game.



RUNAWAY

Programmer: Christopher Heister
Type: Complete game - Adventure
Controller: Keyboard

Runaway is based inside your house. Your parents have gone away for the day, leaving the house empty except for you. The object of the game is to



You are in your cozy bedroom yet it seems strangely unfamiliar. There's a variety of furniture and two doors leading south and west.

escape the house before your parents return - to become a runaway because you've decided that you can't stand your home life anymore.

Your parents, unfortunately, being aware of your feelings, have left the whole house seemingly locked up (just have they?). Can you discover the hidden keys and make full use of the

available objects in order to escape in time?

Runaway requires the text input in classic noun/verb form, although adjectives are catered for. Examples would be GET GREEN KEY or OPEN SOUTH DOOR. Movement is via the usual NORTH, SOUTH, EAST and WEST systems, and many abbreviations are supported.

BAZAIR

Type: Complete game - Adventure Action
Controller: Joystick in port two

It is said that in the Bazaar system, somewhere on the Galactic Rim, there are nine planets, each more inaccessible than the last. On each planet is a city, and in each city is an

electronic key of such a nature that it can be used to command the ship that will carry the fortunate traveler to the next city onwards. It is also said that in the ninth city will be found the key to the mastery of all time and space.

None have come into possession of the secret, for many perils encompass the cities and



planets. The key to each city is in each case protected by fast moving robot guardians. Should a questing hero wish to remain long-pasturorous they were wise to step swiftly.



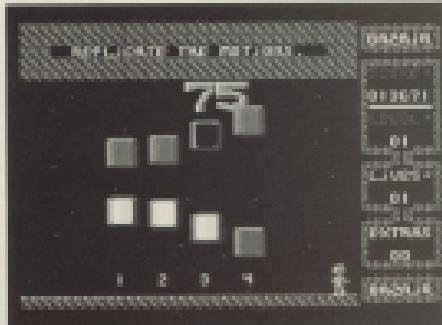
Once in possession of the key, the voyager's problems will start. For each of the craft that will be needed to penetrate further into the system is protected by a lake of mineral acid so corrosive that it will reduce a living being to a solution of ions in milliseconds. A network of floating platforms pass over the cracked lakes, and swiftness and dexterity will be needed to master the pattern of their movement. But stay - pity the unfortunate venture who travels then invades on the ethereal winds. For between each of the planets is a core of asteroids of unusual density and possessing most unpredictable orbits. Few ships that venture into the system are ever heard of again, and we

can only conjecture that they are now little more than mangled debris in the belts.

Are the writhed sealer's troubles now over? Not so - for each planet possesses a gravity markedly higher than the last. Landing by means of the retro jets becomes a

not part easily with their forbidden guests, and are wont to try with them. It is said though that a determined and wise person may master the masses and thus obtain the next key.

It is inconceivable, however, that any should master all the rings, and



hazardous affair before long.

But finally, the wanderer may at last enter the appropriate city. Alas, such a fate is far from

many have sought to try. Perhaps it is as well for the universe that this is so. Extract from *The Book of Half-truths*, Baron Dechazy (Alphonse Press, 2012).

TAPE PROBS!!!

Think you've got a problem,
Your tape just will not work.
You've tried it several times,
And you feel a stupid jerk,
Just pop it in a jiffy.
And send it in to us,
Include an explanation,
We'll replace it soon as poss:

YC TAPE 14 RETURNS,
INTERCEPTOR GROUP,
MERCURY HOUSE,
CALLEVA PARK,
ALDERMASTON BERKS.,
RG7 4QW.

The only way to cure those "Aaargh, my YC cassette steadfastly refuses to load and I'm getting rather frustrated, honest!" blues!!!

GOLDEN AXE

If I had a golden axe I'd be straight down the market with it, or maybe the local jewelers. Only an idiot would use a weapon made out of a heavy metal that blunted easily. Evil reptilian Death Adder is obviously no mug since he intends to melt it down for cash, thus ruining the magical emblem of Yuria. Duncan Evans tries to stop him.

In, what I love about these son of sideways scrolling, are wielding cheap 'em-ups in the coherent plot, the believable characters and the witty repartees. So the kingdom of Yuria (pronounced "your-ee-uh" by the way) is in danger of something or other, with the royal family being put to the sword (good thing too if you ask me), and reptiles running the land. Probably.

Well, he's down to you, Mr Axe-Batter. Flashback 20 years: So what are we going to call our son then, asks Mr Batter. Danno, says Mr Batter, frowning. His axe. How about Axe? You Mr Gallas. Thunderbolt (the midget), or you Mr Tyke Flame (incredibly uncharmed Amazon warrior queen with Mario Moustache).

proprietors and a bottom nibbling thong, to kill all of Death Adder's troops, and then kill the main board himself. Complex stuff, no?

Up to two players can play along simultaneously, which gives rise a great advantage since only one enemy seems to appear at once (programming problems and all that), and starting in the woods just outside turtle village

(green), off you go, cutting a bloody swathe towards the castle containing Mr Smith's castle.

So it's been done many times before, at least the action is entertaining (if you like kicking, chopping and maiming - which I did). The graphics are respectable enough, and it all progresses with a steady inevitability. Fine.



OPINIONATED Talk about bad formula. Those little suckers could knock out the Lady Major if she was just plain whining down there. I wouldn't like to among one of them, maybe he should have been a teacher.



Stage 1: ~~Play~~ Magic 3



四庫全書

AMM: Southern Ave.
JF: Virginia Avenue.
ECD: 1-10-98 10pm, E114.08 Dist
JL: One hour later

75%

You've seen it all before, but the action is good, the graphics reasonable, so if you like this sort of thing, here's more of the same, and just as good.

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Screen shot from the PC version.



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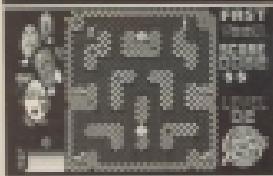
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KONSOLE

KRAZY

C64GS NEWS, VIEWS,
PREVIEWS AND JAM-
SANDWICHES WITH RIK
HENDERSON

REVIEWED



FUN PLAY

A collection of these Codemasters games on one cartridge.



POWER PLAY

Three of the best Microprose games now on the GS.



MYTH

System 3's award winning arcade adventure.



VENDETTA

The meanest game of 1990 now arrives on cart.



BRIEF BITS

BIGGEST shock of the month revolves around the announcement by US Gold that they're NOT going to be releasing the famous Epyx Games series of games. This seems a great shame seeing as this much acclaimed series is perfect to be converted and would suit a cart well.

Other US Gold carts to come will be (as well as those mentioned last issue) Ghouls 'n' Ghosts and UN Squadron. Domark's new releases are actually old ones. Along with Vindicators (as noted

last month) we've got Badlands and Cyberball - a game that we reviewed absolutely yonks ago and never appeared on tape or disk.

System 3 are not just happy with converting the company's existing product, all future C64 games will support the machine that has already blasted one competitor out of the water. IK Deluxe is the sequel to International Karate +, and will be also programmed by Archer MacLean. We also have the second Myth game, and that's just for starters.

FUN PLAY

Now this is what the cartridge should be used for. Just imagine it, a stack of 4 games and three games are all waiting for you to play instantly. Once you've chosen one you go straight into it, and if you wish to change your mind at any point, just switch the machine off and on again and you've got another choice.

The only fault that Fun Play has is that it's a collection of those Codemasters games, which would normally retail for about £2.99 each. And looking on none of them are multi-levels, it's not as if the bonuses are that fruitful. Let's have a look at the games then...

Pro Tennis

Er... Err... Not exactly the best tennis game in the history of the console, but not the worst either. It scores

the Pacman, but it has tonnes of levels and they range in difficulty from very, very easy to you must be joking. It's pretty much a silly.

Pro Skateboard

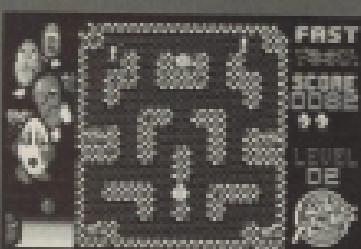
Again a bit crap, and very budget gamey (whatever that is). You have to race down a hill, collecting flags, on your nippy chock and that's about it.

Hope this pack isn't really worth the cash, mainly due to the poor quality of the games, but it's a flippin' good idea, and let's hope that we'll see many more packs come up.

to be rather okay in the playability stakes, but a tad too hard, and a tad too crap.

Footfoot

This is the highlight of the three games and is as good now as when I reviewed it yonks ago, it's a maze game much



CREDIT CARD

Name: Fun Play

Supplier: The Disc Company

Price: £19.99

OVERALL: 49%

A good idea to have cart compilations, but the quality of the games on Fun Play leave a lot to be desired.

POW



Now here's the other pack that we've offered from The Disc Company and this is much more like it.

These are the best games that Microprose have ever published have been shoehorned onto a fat as you like piece of red plastic. This is far more the type of thing that CD owners would like to sit in their houses just you thought that the VCR review was dirty.

Stunt Car Racer

This won our VCO Website Awards 1989 for the best game and best simulation, and it's hardly surprising. If I had to name my favourite arcade game ever Stunt Car Racer would certainly be in the running, and undoubtedly the CD version is just as good.

Not so much an arcade game, but more fun to play than any other racing game on the market.

Rick Dangerous

This set new standards in arcade adventures and the original was only marred by a terrible multi-load system. Now everything is instantaneous we can all enjoy the most playable platform game this side of the local arcade. It was also cute before its time.

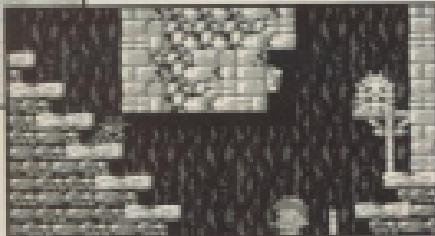
Microprose Soccer
Not the best footy game on the console, but close. What it lacks in options it makes up for in quality. I can tell you it

WE R PLAY



more than makes up in graphics and playability. Far better than Kick Off or its sequel.

Power Play is a pack just coping with the cream of the top of the best games of all time pile. Any CD4033 owner would be completely daft to miss this.

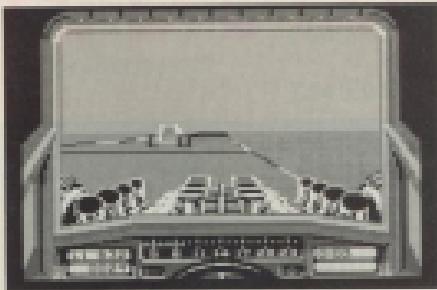


CREDIT CARD

Name: Power Play
Supplier: The Disc Company
Price: £19.99

OVERALL: 96%

Every game on this cart is superb, you'd really have to insert it in your slot and no mistake.



VENDETTA

Another System 3 success story makes it to the CD4033, and thanks to the release of the truly stunning Last Ninja 3 and Ninja Perils on cart, those fans will undoubtedly find a whole new challenge in this gun toting meaty package.



Using the same system as the Ninja series, Vendetta could hardly fail to impress. That said it has many features of its own to more than impress.

You are a grunt (a soldier not a whiffy tart) who has had no problems in getting out of Vietnam. But now that you have finally been accepted into the society a scientist friend and his daughter have been kidnapped by terrorists, and this makes you mighty sore. So armed with but a broad knife you decide that you should go after the assailants and remove their most private parts.

But the 3D arcade adventure part is not the be all and end all of Vendetta, nope we even get treated to a

rather splendid driving game that links the levels. And on cartridge 0 (know I've said it before) there is no wait between sections.

I reviewed when it was cut-on cassette and gave it 84%, and it has weathered the time (almost a year) very well indeed. The graphics, sound and play have only since been bettered (in my view) by a select few games and surely a console owner would rather have a game that would last for years than a quick licensed flash in the pan.

CREDIT CARD

Name: Vendetta
Supplier: System 3
Price: £24.99

OVERALL: 94%

An excellent game that's full to the brim with different styles of gameplay and ideas.



MYTH



Right let's get this out of the way before I start, we reviewed this game back in the May edition of YC, or more correctly Ashley reviewed it. He didn't like it for a few reasons and only gave it a humble score of 64%. At the time I tended to disagree with him, and now that I've seen it on cartridge I've finally got my chance to do so publicly.

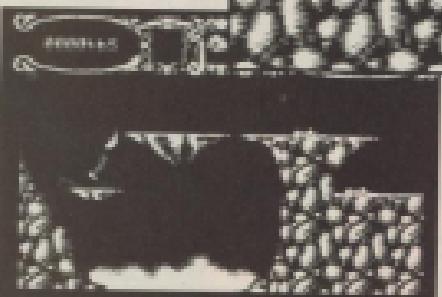
Myth is an arcade adventure set in various

mythological backgrounds, as you, the small Michael J. Fox lookalike, have been plucked from today's world and have been sent into the past in order to give a big ugly god a right royal kicking. To get to

the mighty evil Dameron though, you have to negotiate lots of other entities. These are based around major gods in mythology, and you must use your wit and reflexes in order to progress past each.

Everything is based on the old platform game idea, but it extends far beyond that. There are also fighting actions that you can join (most) perform for instance, and there are tonnes of small puzzles that must be completed in order to get anywhere whatsoever.

The animation is absolutely superb, and although the graphics are tiny they're very perfectly drawn. On the cartridge we also get a new intro screen, but that's about the only addition (apart from the lack of multi-loading of courses). In my eyes, with the great success of such platform games as Rick Dangerous 1 and 2, System 3 have by far the most accomplished of them all, and unless you are actually hopeless at such games (the gameplay can be a tad hard until you've played it a few times) you'll probably move than welcome Myth to your growing cartridge pile.



Name: Myth
Supplier: System 3
Price: £24.99

OVERALL: 89%

Although the price seems a little high, you get absolutely loads of rip-roaring action and adventure for your cash.

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1990 - THE YEAR

1990 saw the birth of YO from the loins of the oldest Commodore mag in this country. It was also the year that coin-ops were overtaken by the movie licence in popularity, and unique and original games were seen in a greater light than ever before. **Rik Henderson** looks at the year in full, and highlights the top events.

144

The second biggest change to happen in the EC from the month was an evolution in thinking, and that's South Africa where we spent a few days playing the game and changing the League Championship

During several days of the month of August, 1863, we were the guests of General and Mrs. George C. Strong, of the anti-slavery party, and at their home, by themselves and General Chapman, we were so deeply and kindly received through their many and interesting conversations.

The biggest stamp to happen over the past of 10 years happen in Indonesia and from Ahmad Dahlan in Nahdlatul Ulama Report. The most bad is doing that are some

WUWE

During summer 1973, the first field surveys were done in the area around the official park. Park 20 (from Durango to Chihuahua), Park 12 (located roughly about the 10° 20' N. latitude), Park 13 (located roughly west of Durango), and the area around the official park. The surveys were conducted in a grid pattern, and the results were used to determine the distribution of the species in the area.

13

The completed poem was submitted to Shubert's agency and it was sent to the studio, and unfortunately it had been never accepted or the reading at the opening during Shubert's famous Fifth and the partial success of a poem on similar ground.

He was released with a speeding man had said a
local man had informed that the biggest reward ever to
exist in the neighborhood for killing Tony and capture was of
\$50,000 and the trial is to be held.

After the people power phenomenon and democracy, the next big thing is the welfare of the working class.

and fully now have recognition. Recognition and "straight" diagnosis (with "straight" in parentheses) are as contrasted the diagnosis of fraud, forged or a forged document and one of the most notorious products of the spurious.

EDUCATIONAL

AUGUST *Worthy Peleg's* Flying Circus changed all of our lives. This month, and for well over ten years, the team has worked hard to develop and refine our own "circus," and although we still have a long way to go, the show must go on. I also got to see the opening day of our dog and bird show for the first time (approximately 10 years ago).

...and for calculating speeds over the
water, as well as the U.S. I am

2. Once I'd had my answer, I went to the office of Doctor Weston at the end of the street taking my blouson and also finding myself being the last patient to see him. I counted a few呼吸es here to calm myself down, then went to the Chemistry Building.

for example.
John looks a growing number
of visitors. Liverpool and West End girls
and old girls. *Commodore* is a name
it's more popular in something

JANUARY

This was the month that I expected Bill was going to be released, and I traveled to Grand Rapids to visit him. Although we were complete strangers, a few things made him very real to me and I enjoyed our visit. (He was still in the care of the relatives.)

He was all that I expected. He is not now
dissolute, and little did we know that these great
things for important were just around the corner.

General agreed to deal with situation in mind the
new finance minister (the first under the up-
coming State Charter).

about 1927
arrived in and
settled upon working
the new forest
area of land along
the highway.

THE YC STAFF OVER THE YEAR

In 1990 we've had quite a few members of staff, some with beards and some without. Here's a rundown of who was who...

Rik Henderson - Deputy Editor (January - February), **Editor** (March - December)

Rik's the kind of guy that puts a lot into something (as long as he doesn't have to tidy up afterwards). If you invited him around to your house you'd be likely to have quite a few laughs, but your alcohol cabinet would mysteriously become more roomy by the end of the night.

Rik is still the Ed of this organ.

Adrian Humphrey - Games Editor (January - May), **Games Correspondent** (June)

Adrian, this great yet that he is, added a certain touch to YC that could only have come from one with as much facial fluff. Although his gruff exterior caused a few nightmares, his cheeky northern humour brightened up many press conferences.

Adrian is now the Editor of our sister title *Your Amiga*.

Paul Evans - Technical Editor (January - April), **Group Editor** (September - December)

Paul is also the editor of *Commodore Disk User*, a rather fine, if more serious, magazine. This doesn't mean that he's the old

stoney face that everybody reckons. He's a mean gameplayer when it comes down to it.

Paul is still **Group Editor**.

Stuart Cooke - Group Editor (January - June), **Editorial Consultant** (August - October)

Stuart was the editor of *Your Computer* for most of its life, until an update came in. He's had the shakies ever since.

Stuart is still at Argus Specialist Press, and is Group Editor of such titles as *Photography* and *Robotron Crew*.

Jim Black - Editorial Assistant (January - April)

Jimbo was the unsung hero of the reviewing team. He tried to join *Video Today* as Assistant Editor and has no inclination of coming back to the computer industry (it's too stable for him).

Jim is now the editor of the adult magazine *Video X*, but we'll not mention what he makes now.

Mark Norriss - Designer (January - June, November - December)

Mark, the original chameleonic animal, skipped the paint on the canvas for many months. His speciality is creating a whole new look. It's a shame that he still exists on the *Beast* though.

Mark has now moved from YC onto sister mag *CDU* and *Your Amiga*.

Ashley Cotter-Caines - Staff Writer (March - May), **Games Editor** (June - September), **Assistant Editor** (October)

Ash is still with us in heart, mainly because none of us will forget his wild taste in shirts. He left when he found out that jeans were banned from the office.

Ashley is now with *Microsoft*.

Helen Saunders - Designer (August - November)

Helen is the current art editor to give YC that special look. Her talents were recently moved across to *Your Amiga*, but she's back with some more killer ideas.

Helen has now taken over from Mark on the design duties, again.

YC'S LOOK AT 1991

It's time to get out my crystal balls and give you a few pointers on what I reckon'll be 'happening' in the coming year. Everything here is absolutely, completely true...

AudioGenic will announce **Jeremy Beadle's Ludo Challenge** (but probably release it several years later).

Code Masters will release another three titles *Dizzy* games, and claim that the company's now bigger than *Bazza*.

System 3 will release an extra-enhanced version of *Ninja Hama*, adding such features as a new loading screen and a pretty new box.

Grand Slam will disappear once more and come back

a month later, with *Liverpool FC* still on the schedule.

Rainbow Arts will release *Donkey 2*, but will have to withdraw it because it's too similar to *R-Type 2* (and far better anyway).

Virgin Games will look for even more diverse licences than *Monty Python* and *Vic*, and will end up signing *Antiques Roadshow*.

Ensign will look for a larger venue to hold the next Computer Entertainment Show after complaints about overcrowding. In the end it'll be hosted in the superbox outside Charing Cross station.

'This is a lie really (Ooo we are naughty!) We've got no idea what's coming up, but you can bet that we'll be keeping you up-to-date all the way.'

THE YC WOBBLY AWARDS 1990

It's that time of year again. It's up to you to decide who should get the ultimate Commie 64 accolade for the previous year.

1. Game of the Year

What's the best game of 1990? It can be any type of game, but it has to be a stunner.

YC's tip: *Werewolf* (System 3)

Winner 1989: *Steel Car Racer* (Microprose)

2. Arcade Game of the Year

What was the best coin-op conversion of 1990?

YC's tip: *Rainbow Islands* (Ocean)

Winner 1989: *Chase 42* (Ocean)

3. Simulation of the Year

This is a game that can simulate any subject.

YC's tip: *Greg Norman's Ultimate Golf* (Gremlin)

Winner 1989: *Steel Car Racer* (Microprose)

4. Adventure of the Year

This is for the best adventure or role-playing game of 1990.

YC's tip: *Jack Rogers - Countdown to Doomsday* (US Gold)

Winner 1989: *Snapped!* (Axel II)

5. Best Software House

Self-explanatory, but we'll abstain on this one, we'd not like to be biased.

Winner 1989: *Ocean*

6. Programmers of the Year

Who's the top team/person behind the games?

YC's tip: *Probe* (Winner 1989: *Steel Car Racer*)

7. Best Game Music

Which game has the best tunes?

YC's tip: *Ninja Remix* (System 3)

Winner 1989: *Turbo Outrun* (US Gold)

8. Best Game Graphics

What looks best, basically?

YC's tip: *Greg Norman's Ultimate Golf* (Gremlin)

Winner 1989: *Turbo Outrun* (US Gold)

9. Favourite Games Advert

What advert made you want to buy a game the most?

YC's tip: *Monty Python's Flying Circus* (Virgin)

Winner 1989: *Batman - The Movie* (Ocean)

10. Worst Game of the Year

What was your stinker?

YC's tip: *Kenny Delight Soccer Match* (Impressions)

Winner 1989: *Av. Mountain Bike Simulator* (Alternative)

Don't forget, your nominations must be games released in 1990 only. Send your entry (or a photocopy) to YC Awards 1990, YC, 29 Peters Lane, Kim Farm, Milton Keynes, MK11 3EP.

To give you that little bit more of an incentive we'll give £100 of prime software (console, disk or tape - it's up to you) to the first entry pulled out of the hat on 1st March. Also the winner and ten runners-up will get a year's subscription to Britain's best 64 title. Not

only that but your entry could be the one that decides the final result. Just fill in the form below nominating your top three games in descending order for each category.

To help you out we've also listed 1989's winners and our tips for 1990.

MY NOMINATIONS FOR THE YC WOBBLY AWARDS 1990

1. Game of the Year

1st _____
2nd _____
3rd _____

2. Arcade Game of the Year

1st _____
2nd _____
3rd _____

3. Simulation of the Year

1st _____
2nd _____
3rd _____

4. Adventure of the Year

1st _____
2nd _____
3rd _____

5. Best Software House

1st _____
2nd _____
3rd _____

6. Programmers of the Year

1st _____
2nd _____
3rd _____

7. Best Game Music

1st _____
2nd _____
3rd _____

8. Best Game Graphics

1st _____
2nd _____
3rd _____

9. Favourite Games Advert

1st _____
2nd _____
3rd _____

10. Worst Game of the Year

1st _____
2nd _____
3rd _____

My name: _____

My address: _____

After watching *Top Gun* (again), Duncan Evans did nothing but wander round the office with his arms outstretched muttering "I feel the need, the need for speed!" We tied him to a chair, hit him over the head with a copy of S.T.U.N. Runner and said "review this then you withered old hack".

Bath, all lies of course, but it's true there's nothing I like better than driving down the wrong side of the motorway at 120 mph with my head out of the window shouting "whoop, whoop, all aboard the last train to the afterlife." After a recent spell of hospitalisation with the glorious HMG (hmm, severe internal injuries, fractured skull and shattered legs Mr Evans, Haha, take this grubby old Aspirin and think yourself lucky it wasn't serious), I hobbled into YC HQ to put the latest arcade conversion from Comark through its paces.

First up let me say that as far as Tengen games as converted by Comark go, they've mostly been right old crap. After playing the

Sierra Amiga version of S.T.U.N. I was dreading seeing the result of five minutes chipping from the knackered disk drive we use. But no, the game came forth, and wacky, it was a mighty game, full of joyous programming and exciting gameplay. Yes, despite the fact that I had the poison pen ready and chipping I was disappointingly impressed.

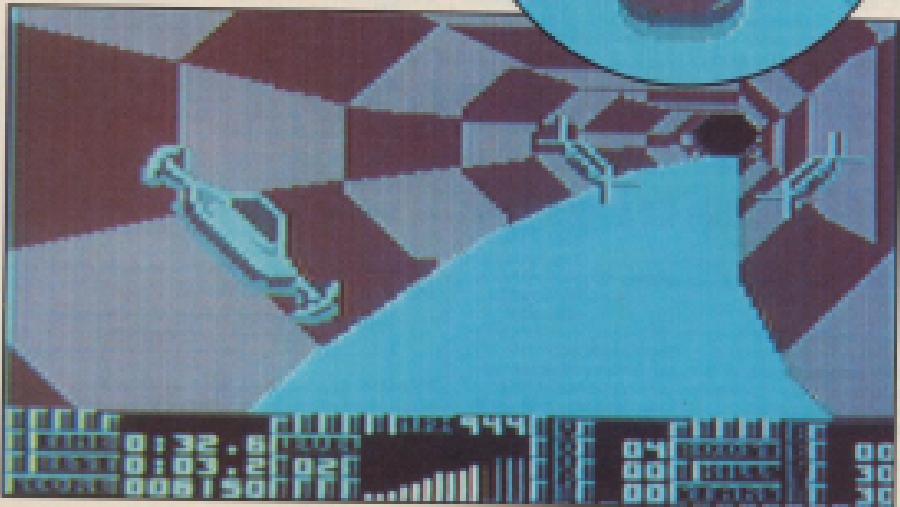
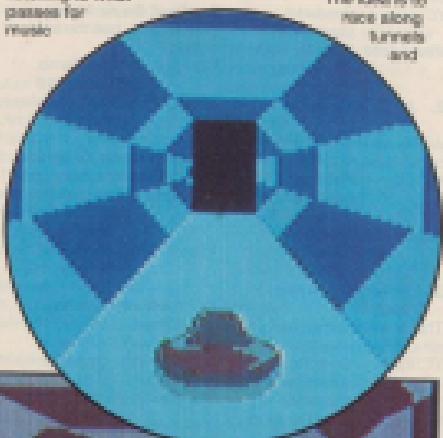
Huh, it's not bad then, said the vulture atop my monitor, ready to pick over the game's Weiss bones. No, Samuel, I said, I've liked this one to alive and kicking.

Enough babble, to the game then. S.T.U.N. stands for Spread Tunnel Underground Network (as it), and offers you (yes you) the chance to race through

S.T.U.N.

24 levels (some different) before attempting the ultimate challenge (which I thought was trying to get some sense out of Rik, but obviously the programmers haven't met him). After listening to what passes for music

(unconvincing), you can either start on level 1, 8 or 11. Good idea really if you're the sort of joystick buffoon that can't sort out left from right and get any further than the first level. The idea is to race along tunnels and



RUNNER

rampways, collecting green stars to exchange for a shockwave (smart bombs style destruction), running over speed ups for over more mega speed (though not faster than the speed of light, because if you did, you could finish the game before you had actually started - or so the theory goes), shooting an old blobby sprite that gets in your way, and finishing the course in the time allowed.

In the tunnels the idea is to go along the floor on the straights, and on the outside curves on bends for max performance. Go fast enough and you can even loop over the ceiling down the other side. At this point you're gonna be impressed with the decent speed of the 3-D graphics. You ain't gonna be impressed with the sprites though. The green stars for example are actually green squares. Oh well, it's fast enough and it's playable enough so who cares. The

rest of the sprites are ordinary looking solid blocks that come your way and then get blown away. There is actually some difference between the types so if you're feeling particularly observant then watch out for the train. This chugs along the bottom of the tunnels and takes a good kicking before being destroyed.

Other threats to look out for are drones, armoured drones and flyers (which drop missiles and bombs - eek). Just nod the mothers before they even think about doing something nasty.

Well, blimey, STUN Runner isn't as exciting as a night out with Kiri Beamer but then it is a lot cheaper, so if you feel the need for speed, just say no to drugs and make yourself a nice cuppa while waiting for this STUNNer to load. Sorry I used sort to use that joke all the way through, but weakened at the



**STUN
RUNNER**

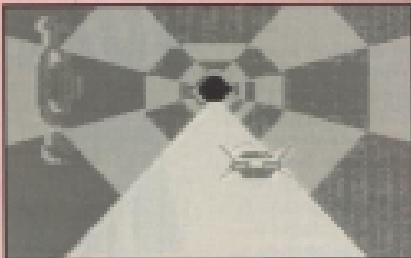
■ WHAT IS IT?	Obviously the STUN runner.	■ HOW'S IT	Very
■ INFORMATION	and others	■ COMPATIBILITY	Compy
■ IN A PEGGY	nothing	■ VERSIONS	version not
■ LEVELS	■ SOURCE	■ HALF UP!	
■ WHAT NOT	about	■ 10 FLICK	using the
■ CONTROLS	passers,	■ TIME TO GO	joystick
■ WHAT NOT	put the speed	■ TIME SHOT	challenge?
■ WHAT NOT	■ ALL YOU	■ STUN mode	or last one
■ WHAT NOT	■ REALLY NEED	■ TRY IT	new another
			to play it.

NAME: STUN Runner.
SYSTEM: 32-bit
PRICE: £20.99 (approx.)
RELEASE DATE: Out now.

TIME

70%

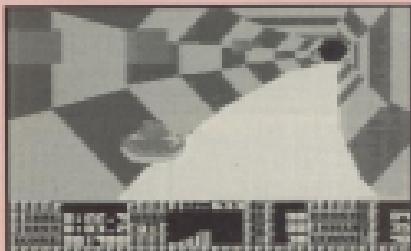
Better than expected, and playable and challenging without being nose biting or grabbing any other part of your anatomy.



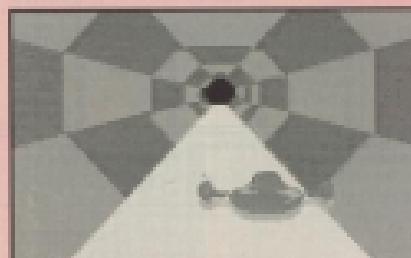
OK, okay, who split that plant pot of green stuff in anybody there? Can somebody get me some? **HALF UP!**



ONE-UPPING THE HIGH SCORES WITH THE HIGHEST PEAK.



RIGHT, so I've got to collect these big red squares. But what do I do with them when I've got them? Burn them back to Mexican probably!



Duncan Evans is an off road racer, but he's anything but super. In fact he spends so much time off the road because he's so bad a driver he can't stay on. A natural choice for this game.

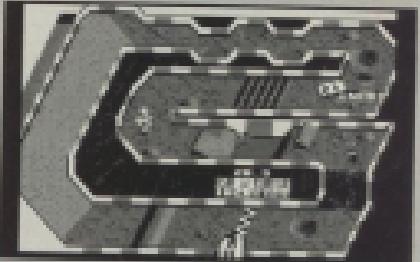
SUPER OFF ROAD RACER

Many, many months ago... [we'll just cut this bit out shall we, and pick up where he starts to get to the point] And Super Sprint has a jolly good game, and the follow up released before Xmas, wasn't it. So what, here's a lame interview. Stewart's Super Off Road Racer, which is Super Sprint but on four mud bath, dirt road, hill festooned tracks. You race round, up to three of you, you use up nitro, which are like a gigantic golf, where clouds of smoke appear at your rear end and you go hurtling through space, leading somewhere down the course, and where the objective is to win, earn cash, and make your bumper go even faster.

As long as you beat off the other computer cars you can keep racing, and there's even a continue option for those poofers that get eliminated early.

Nice chunky and bright colours, chaotic controls, slightly offy programming, and a whole barrel full of fun is guaranteed when you're playing against a couple of mates (if you have any that is). The races, over the hazards and obstacles are just wild, and with the chuff potential of the nitros you can find yourself flying in any direction, even getting stuck on the screen.

For all the chess, gradually skill, but most importantly the best joystick, mine out, separating the boys from the girls, and the decent joysticks from the  characters.



What colour you thought it was made to get into your three-wheeled motorcar, a noisy old Bill motorcar, always chugging up from the back and upsetting you like an escaped

Books
Reviews

1	2	3	4
✓ 100% FRESH	✓ 100% FRESH	✓ 100% FRESH	✓ 100% FRESH
✓ real chocolate,	✓ real chocolate,	✓ real chocolate,	✓ real chocolate,
✓ bright and	✓ bright and	✓ bright and	✓ bright and
✓ deliciousness,	✓ deliciousness,	✓ deliciousness,	✓ deliciousness,
✓ without the	✓ without the	✓ without the	✓ without the
✓ impurities.	✓ impurities.	✓ impurities.	✓ impurities.
✓ My house with			
✓ the house	✓ the house	✓ the house	✓ the house
✓ is filled with			
✓ chocolatey taste,	✓ chocolatey taste,	✓ chocolatey taste,	✓ chocolatey taste,
✓ and delicious,	✓ and delicious,	✓ and delicious,	✓ and delicious,
✓ rich and	✓ rich and	✓ rich and	✓ rich and
✓ smooth.	✓ smooth.	✓ smooth.	✓ smooth.

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110

87%

Wild, stormy, gassy, and other meteorological comparisons, it's a winner in the YC office.

NARC

Dur, winners don't use drugs. So says the packaging of NARG. The same packaging that shows your typical winner wearing a rubber ski mask and shades, and carrying enough hardware to eliminate a small country. Duncan Evans, well-known caffeine addict, struggles to get into the role.

God don'tch just love these mardles. monitoring attempts? Winners don't use drugs. Indeed. Ballock. Half the athletics world is too stoned to know what their names are, never mind what sport they are in. Take good old Deeter Manley, hopeless (but addict) and some time American Football player. A lifetime ban ended recently after a huge one year. And what about Ben Johnson? And even what about drug-like caffeine, nicotine, alcohol, and medical necessities such as paracetamol, aspirin, and for those heart patients, atropin? Let's face it, a carte blanche, "winners don't use drugs" message is completely pointless and even dangerous. What about, hard addictive

consciousness altering
drugs shoot the s**t out of
your system? C'mon guys,
get into the real world boy?

Anyway, in this latest just say no to coffee cup of pixelated action you are cut to waste the Mr Big Corporation. This entails blowing away all Mr Big's henchmen, over 12 levels before you finally get to give Mr Big himself his just desserts (justified and balanced).

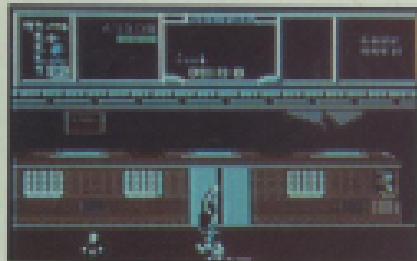
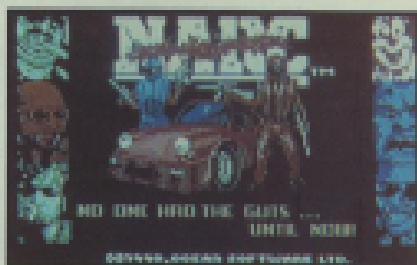
The action starts off in a junkyard (it says here - it looks nothing like a junkyard to me though) with several of villains surging towards us, all in need of continual ventilation (their heads blowing off no good). You can always award them for bonus points, though this is hideously dangerous. The class is you stand next to

them for a few seconds and they get killed. Huh, but the bleeders are firing away like its the start of the USA-Iraq war so getting anyway near to someone is like well... dangerous. Best just to blast holes in them, or use the odd missile and blow them into burgers and legs, that go flying everywhere. Actually you need to score your missiles far further on in the game, especially if you manage to catch up with Mr. Big.

Along the way, the levels take you through a subway station, Kraft Street, a drug lab, Sunset Strip, the actual HQ of Mr. Big, encountering such characters as Slothgirl, Joe Rockhead (the chimp) and the gang in general, the sprites are a bit of a disaster. You, rubber mask and all, look okay, but the villains look like incredible blobby monstrosities. Obviously the result of too much software.

obviously). Spike Push, and Dinky Dink.

Usually the idea on each sideways scrolling level, is to blast everybody in sight (and this means them *link*), collect re-supplies of bullets and missiles, nab cash for bonus points, and get someone who drops the credit card pass you need to get to the next level. While the backgrounds are quite good in places (and look like *Logo* in others), the orphans are a bit of a disaster. You, rubber mask and all, look okay, but the villains look like incredible-blobby monsters. Obviously the result of too much coffee.



Q Don't hate it when a dog bites your bottom and just won't let go no matter how many times you shake it through the bottom.

• Answers	• Something	• the more	• the more
• Answers	• of a musical	• strength	• competition
• Answers	• stage, that	• get into	• SELF LIST
• Answers	• theatre	• absurd	• absurd
• Answers	• backgrounds	• book by	• absurd
• Answers	• and questions	• another	• book, in the
• Answers	• are friendly	• anyway	• book, in the
• Answers	• but not just	• different	• country
• Answers	• playoffs	• dimension	• country

• **NAME:** **WILLIE**
• **SEX:** **Male**
• **AGE:** **10 years**
• **WEIGHT:** **15.00 kg**
• **SEX:** **Male**

10

78%

Plenty of entertaining frenzied blasting action, but the graphics are a mixed bag and the name doesn't grab you like a mad dog.



get
centro



ESWAT

Eee swat that fly sounds something like someone from CCP North would say, if they allowed themselves to be gratuitously stereotyped for the benefit of an introduction of a game that has bugger all to do with flies. **Duncan Evans** comes from CCP North though, but we've never heard him say *ee swat that fly*. He'd probably just eat it.

Humph! Well, I may hail from the westlands of the north, but I never even saw a fly (too cold you see) until I moved southwards to live with all these soft southerners.

Anyways, flies have nothing to do with ESWAT from CCP Gold, which is the Birmingham mob's rather sickly counter to the all-conquering and truly majestic Robocop 2. In fact to compare ESWAT to

the sparkling magnificence of Robocop 2 is like comparing the intellectual capacity of Rex Henderson to my very good self. Not only is there no contest, the judges (if there were any other than me) would declare the contest to be a mismatch and send poor old ESWAT off to school for 10 years before it could hope to be mentioned in the same breath as Robocop 2.

Actually it isn't a bad game at all (you just don't compare it to *you* know what). The plot, as such, is that criminals are running riot in Cyber City, and only the really tough guys in the ESWAT team have the

getouts, and verify, the ass-kicking firepower to knock them a one-way ticket to the morgue. Yes, there's none of your namby pamby criminal rehabilitation programs here, it's a case of blow the mothers away before they get away. However, there's a small problem, before you're allowed into the ESWAT team you have to complete three missions (thus arresting with terminal prejudice) to earn the promotions that will allow you to wear a suit of tactical gear.

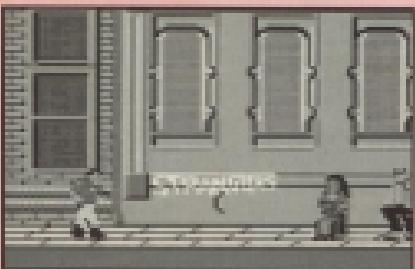
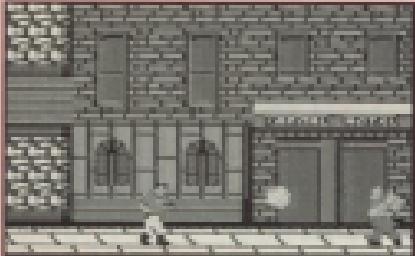
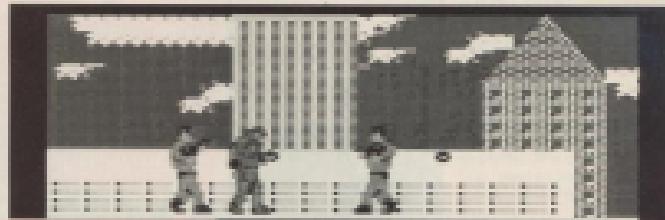
This isn't too hard, especially if there's two of you blasting away at once, though you need to keep an eye on the bullet supply situation, and then nick it from your mate to nab the bullet token before he gets it. It's sideways scrolling action, with particularly dull graphics, I mean the scenery is minimal on a foggy day stuff. Still, at least the criminals appear, and get blown away, with satisfying frequency, and there are ledges, buildings, and even the inside of collapsing buildings to traverse.

Wiping the ladder on

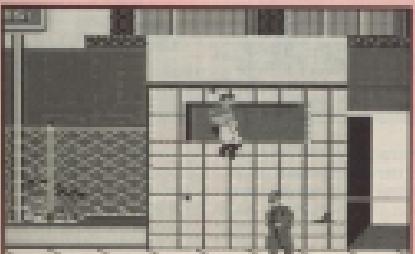
0% may be 'tard but take it from me, few last the ones I mentioned a chairman, until it was still going, and I even stopped my underpants to my bottom. "Albert, get out of that scratch now and come in the dinner!!" "You never fine morning."



the first three levels is like dead easy, with only the anchor-wielding bad dude on the final (pre-ESFRAT) level posing any sort of danger. Once you've left the collar of all these villains, you make it into the big leagues, where you are notified of particular victims to go hunting for.



I'd wonder what's at the end of this Bible which of course it's a big long chapter, and he's never stopped as long as living behind an insurance counter. What a cost! What a burden! What a stupid burden! If I wasn't such a "saint" for *He* I have to admit through here, *He* obviously doesn't know how "bad" we are in the house. We've no "bad" that we could name. *He* is, *He* is.



卷之三

100

- The options are
 - increased to 100
 - looking for the best agreement
 - 40% of the time
 - are broken
 - smaller
 - increased the
 - the same as

Family of
friends, family
→ **THE FATHER**
→ **THE MOTHER**
→ **THE CHILD**
→ **THE SPouse**
→ **THE FRIEND**
→ **THE ENEMY**
→ **THE SICK**
→ **THE DEAD**

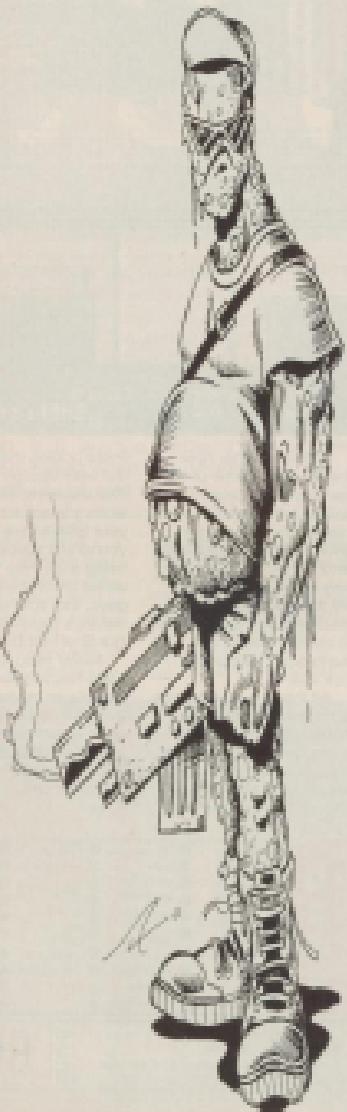
www.360.com

10

80%

Like our beloved editor, ESWAT doesn't look pretty but it plays a mean game. Plenty of unadulterated blasting fun for Bobococo fans.

OOZIN' EUGENE'S SCUM OF THE EARTH



Oozin' Eugene supplies us with only one complete solution this month, but c'mon it was hard enough getting him out of bed. At least we've got mega-tonnes of other original tips to keep us going.

More cash prizes wind their way to those despicable enough to not only cheat, but to send them to us expecting to be paid for it. Now that's what I call enterprise.

a couple of times) using the pods. Now go back to the screen you started in (1.3) and block the geysers with the rocks. Now you can go to Level Two.

(Note: This bit allows you to complete the playable demo free on our October cassette).

TIME MACHINE

Here's my effort this month, the complete solution to this ever-so-stuffy arcade adventure. And it's about time too (that's pathetic - Ed).

Level One: The Prehistoric Era

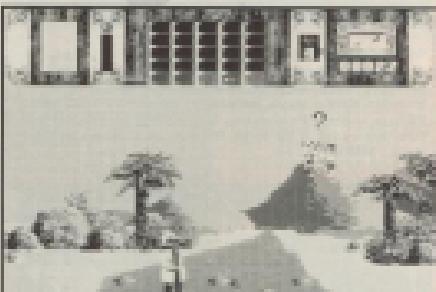
First you must drop a capsule in screen 2.2. Then shoot the eggs. A

Level Two: The Ice Age

Place a pod in screen 2.5 (try the card) and go to the wood in 2.2. When it is in the top window, leave to 2.5 and you'll find it has come with you.

Go to 2.1 and transport yourself back to the Prehistoric Age. Now transport the fire from screen 1.1 to 2.5. Do this until the wood has ignited (if it goes out do it again).

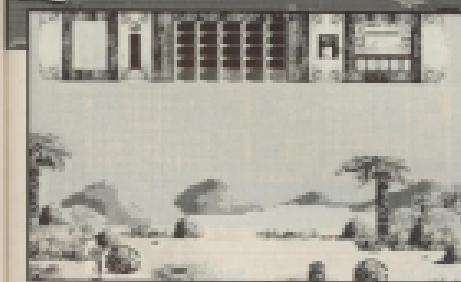
Now take off the boulders from the



Protodactyl will take you to the cage screen (1.0) where you drop another pod after which you must snap back to 1.2.

Star a mammal and take it to the cage (do this

geysers in 2.2, and plant a pod by the river in 2.4. Zap back to 1.2 and transport apples to the river on 2.4 (do it for both banks). Now you can access Level Three.



Level Three: The Stone Age

Firstly you'll need to build a bridge across the river in 3-4 (instantly for the next level). You'll need to go all the way back to the first tree zone and get the Pterodactyl to take you to 1-4. When you are in the area where the tree is likely to be, transport to the corresponding position in zone three and you'll fall out of the air onto a branch, therefore snapping it. Do this for both sides of the river.

Now take the round wheel across the river from screen 3-2 to screen 3-3 and leave it next to the square one. Level Four now awaits.

Level Four: The Middle Ages

Go to screen 4-5 by standing in the middle of screen 3-3 and transporting directly, otherwise you'll be sparked by the whipping cannonball. Take the barrel of gunpowder and take it to 4-4 and drop it on the right side of the bridge.

Place a pod next to the barrel and wait for the large gorilla (Goliath) to get near it. Now teleport back to 1-1 and collect the flame. Now teleport back to 4-4 and it will ignite the barrel, killing Goliath when it explodes.

Then take another

Level Five: Repairing The Time Machine

Go to screen 6-5 and kill a few terrorists. Wait for a bomb and transport it back to 1-1 where it will explode. The crystal that you need to collect will be freed but will fall into the timeline.

Search 1-3 and you'll find it. Go back to the time machine (in 6-3) and place a pod inside it. Return to the crystal and take it back to the machine.

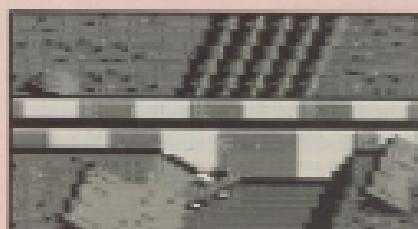
Go back to Level One and use the Pterodactyl to take you to the centre of screens 1-1. Now teleport to 5-1 and you'll land on the roof of the Val Oil building. Use your beam to turn the switch on and off. Go back to the time machine and place the crystal in the machine. Follow the same instructions to turn the switch on again and go back to the time machine. Now get in the machine and perform a pick up, you've completed the game.

barrel from 4-5 and drop it in 4-1 near the moving rock. Place a pod here and then follow the same instructions as before in order to ignite the powder. Now you can enter the last level.

TRAIL 'IRON MAN' STEWART'S OFF ROAD RACER

Here's a few tips for this spiffy top-down racing game from Paul Milburn. A crisp tiver is on its way!

1. At the first corner (on all tracks), swing wide and cut in sharply next to the barrier, the nitro off. That should give you a big lead.
2. Try not to use any Nitros on the first course. This allows you to concentrate in spending your money on wheels, top speed, etc.
3. When you have lost 2 credits, change cars and you can continue onto the next track with fresh credits.



NOT
TONIGHT
JOSEPHINE!!!



MIDNIGHT RESISTANCE

Paul Milburn again, with another five's worth of tips for this Ocean hot smash.

1. Use the title screen type **SAIMESE** to have infinite lives.
2. Always try to buy a three-way weapon. Although it's not very powerful, it gets

awkwardly placed enemies.

3. Buy bullets at the shop when you have only 265 left. Use them sparingly.
4. Buy homing missiles. They are brilliant. They are essential for the end-of-level baddies, especially the jet.

POKES

This collection of bijoux pokesettes have been supplied by both Elvedin Corhodic and A. Jacobs, who both get a tenner for their efforts. If there is no SYB number listed then you can be guaranteed that it is a cartridge poke, if there is you'll need a reset switch.

PLAQUE

For infinite lives and bombs
POKE 25603, 173
POKE 16722, 173
SYB 16887

MUNCHER

For infinite lives
POKE 36018, 0
SYB 36089
To start any level
POKE 36073, (Starting Level, nos. 1-10)
SYB 36089
To disable sprite collisions
POKE 36102, 0
SYB 36089

KENTILLA

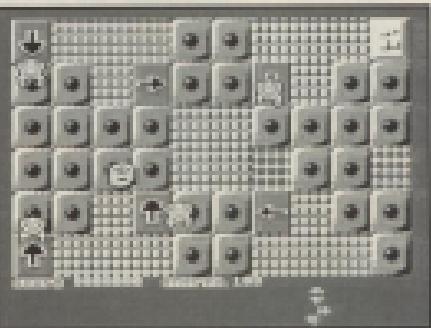
To be able to see the data and text
POKE 2050, 2
1234
POKE 45, 50

LIMBO II

Guess what? Yes, Paul Milburn is back with a cheat for our excellent cover game from the December tape.

1. Press **RESTORE** several times.

2. Complete levels 1 and 2, and on level 3 do the square that you're on then go to the right. Now go down onto a flashing square. You should now have infinite lives.



POKE 40, 150 LIST

RICK DANGEROUS 2

Infinite lives
POKE 1409, 0
Infinite time bombs
POKE 13073, 0
Infinite laser bolts

RUFF AND REDDY

Infinite lives
POKE 13309, 165
Infinite time
POKE 7258, 0

HONG KONG PHOOEY

Removes natties
POKE 18439, 0

MIDNIGHT RESISTANCE

Infinite lives
POKE 16237

SHADOW WARRIORS

Infinite time
POKE 21616, 173
Infinite energy
POKE 36104, 173

BLACK TIGER

Infinity
POKE 46795, 173

KLAX

Infinite drops
POKE 8741, 165

So that's it this month, not as much as usual but some tasty nuggets nonetheless. And I promise that we'll have a few maps next time. See ya later, you spark brigade.

DRAGON BREED



Duncan Evans doesn't breed dragons in his back garden, but he knows a man who does. Well, no, that's a complete lie actually, but he does know a man in Switzerland. Does that count? No, I thought not.

There was a well-
known game out a
couple of months
ago called *St. Dragon*, from
the *Baloo Curves*. *Dragon*
Blind is like that, but not
as good. If you didn't see
St. Dragon, then read on,
otherwise you can look at
the screenshots now.

You play the role of Kayus, a lanky young lad who has become King of the Agamem Empire. Alas the rest of the chaps at court aren't too happy with this and have broken the seal reprimanding Zamboascus, the King of Darkness (who, while being utterly evil, does send his mother flowers every month). This Z person wants to bring plague, pestilence, everlasting darkness, etc. etc to the world, so its down to young Kayus, and aside his loyal dragon to sort the brighter out. Although its not all fiery breath antics for our airborne chum, when the going gets narrow, the small, no soaking.

It's the usual business of sideways scrolling sheety action, with swarms of your typical twinkly little aliens, and then larger ones obviously made up of four sprites. Obviously because when

they appear and move onto the same line as your character, they look like boggery. So does your dragon, except he does it all the time. I think he's probably trying to become invisible, or something. With a flexible and maneuverable tail thankfully your dragon can be used to lead of shots, and when you collect some power up tokens, it becomes even more useful.

Red tokens endow the dragon with flame breath, silver give you horned dragons (try suicidal exploding baby dragons - er . . . supposedly, blue gives you a share in the Electricity board, well, lightning bolts anyway; while gold tokens gives you scales. Which also happens if you don't get enough vitamin C.

By using a combination of these power-ups, and the fact that your dragon is double jointed, you can cut the tail completely around, shattering yourself in, but of course no man is an island [well he'd be a very small island if he was], so you need to show your face every now and again. To kill things.

There's a word for all of this, and that word is routine. The two sides

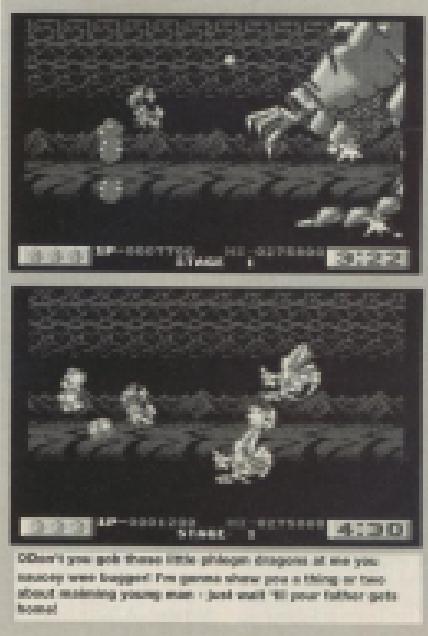
background scrolls ever so slowly, while the sprites flicker and die under your onslaught. It's all pretty easy until you hit the end of level aliens. Which are big and nasty. The first one is a bit too nasty, methinks, but try it out for yourself, since this is a reasonable game, if you like scroll shooters.



as initially	came in	like	largely
as unoriginal	placed, but	enough to	resisted
as unreliable	at this	make it, the	circumstances
as a success	as success	as success	as success
as you deserve	deserve	as you wanted	as wanted
as you deserve	not given	as you wanted	as wanted
as you deserve	you are	as you wanted	as wanted
as you deserve	there.	enough to	as wanted
as you deserve		play whole	as wanted
as you deserve		now.	now

MAIL: Oregon Street.
SUPPLIES: Auctioneer.
PRICE: \$1,000.00, \$14.00 Dues.
MAIL: Old man.

Er, words fail me. It's like St. Dragon, with a dragon and stuff, but not as good.





MISADVENTURE

A long time ago, in a galaxy far, far away, a pod was sent from a dying planet in the hope that the race could be saved. In this pod was a male child who was found and raised by a maggot farmer and his wife. Super Rigby now hails as master of the adventures.



LETTERS

Dear Paul,
First let me get the crawling out the way and say that your adventure column is the best thing that's happened to me since I last stuck my head in the oven (jokes! - Paul), in fact I would go as far as to say that it's brilliant, amazing, wonderful, remarkable, Mary! - Paul) (remarkable (oh good - Paul) in fact the best adventure column I've ever seen!

What I'd like to know, though, as a "mature" adventurer, who's started adventuring quite late on, is what adventures do you recommend? How about a Top Five adventure list? I can't get my teeth around these

new fangled RPG things so a concise adventure guide would be much appreciated.

Mary Hadley,
Newquay, Cornwall

Paul: Nice place, Newquay, never did any surfing though, ah well. A Top Five? Hmmm. A toughy. But if you pushed me - I'd probably fall over - and then declare that, on the grounds of availability, I would recommend, in no particular order Time Thief (see Vintage Vault elsewhere), The Case of the Mixed-Up Skymer, A Dark Sky

Over Paradise, Time and Magic. If you are not familiar with any of these titles, then never fear, I'll be covering them all in forthcoming issues. Yes, there are other titles out there but, unless you're lucky, the majority of computer shops tend to ignore adventures. Time and Magic being the only commercial one of the five you'd see with any regularity in computer shops, the others are mail-order only. Just in case, though, I'll also be covering the quickly disappearing commercial stuff - just in case your local shop stocks it.

Dear Paul,
Yo! Slick, cool dude that you are, g'mere livet! (Oh, hello there young man - Paul! Me and my brother have read every issue of TG that you've been in (yes, I'm still trying to remove the staples from my jacket) - Paul so we think we should both get a pat for being so loyal (what? - Paul). Anyway, as TG has a regular adventure column now how about a few hints/tips'n'things? Although I'm a man with the plastic keys I still get stuck - my brother's hopeless, so you're my last chance! Help!

David Pearce,
Stockport, Cheshire

Paul: Er, quite. By all means, I would love to help you and your brother out in your hour of need but what on earth are you stuck on? You can tell me - David. So go on, write it again. Let me know the title and precisely what the problem is and I'll do my best.

URES

ADVENTURE FANZINE ROUND-UP PT.5



All of the adventure mags covered so far have, in one way or another, offered hints, tips, reviews and general entertainment for adventure players. The one obvious missing piece in the wealth of information already provided for the benefit of the adventurer is - how to produce the things in the first place. This is where Chris Hester's Adventure Coder steps in. Produced in A6 format and published by the ever-ready Mandy Rodriguez (the Adventure Prize editor) Coder is a constant source of help and advice for the adventure author, those wanting to become adventure authors or for players who are intrigued by the inner workings of adventures.

So let's see what this Chris Hester chap is all about, eh? Reading his peaceful home-one Sunday morning - myself, the YO sound engineer, YO photographer and YO teameater found Chris still in bed. Being an accomodating lot we all clambered in with him -

complete with a refreshing cup of tea and a croissant each. Propping up a pillow and removing a camera tripod from under Chris's nose, I asked him how Coder

contributes to Contact regularly and was, therefore, used to see Contact go when I did. I think it was Mandy (Rodriguez) who suggested that I do something else

can work out what's going to be best for the magazine - content, size of photographs, etc."

A typical issue spans around 40-45 pages and includes information adventure utilities on all computers - from C64 to PCs, Spectrums to Amigas. As well as utilities Coder includes help using languages such as Basic and Assembly and more general articles such as atmospheres in adventures and the origination of ideas for plots, puzzles and the like.

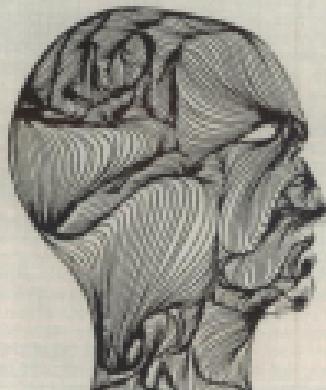
To date Adventure Coder has produced 13 issues. A fair percentage of them being C64 specific. Utilities such as the GAC and GAC+ have been covered as well as the more esoteric aspects of assembly. Other C64 specific articles have included a very interesting piece on the infamous 1541 disk drive, including one or two little gems regarding little known disk commands.

Judging by the above you may get the impression that Coder is a dry piece of technico-crap. Wrong! Chris Hester manages to inject a humourous, not to say musical, style in amongst the articles that are suitable for the beginner and experienced alike.

All in all, Adventure Coder is a little cracker and, at the ready price of £1.25, should be standard reading. Send your cash to Christopher Hester, 31 Went Lane, Balidon, Near Skipton, West Yorkshire, BD21 7SH.

Adventure Coder

JULY 1989 • ISSUE 1 • £1



started.

"The basis for Adventure Coder was another magazine called Adventure Contact which covered adventure utilities and was edited by Pat Winstanley, initially, and then Colin Page who did a few issues and then gave up. I used to

along similar lines. Between us we came up with the basis for a new magazine.

"As Mandy was doing Pat's I was able to get advice off her on exactly how it should look - how many pages, size, and so on. Obviously after you've done a couple of issues you

VINTAGE VENTURE VAULT

The Vintage Venture Vault will be an occasional feature that will either drown you all in gallons of nostalgia or will inform you as to all of these adventures that "got away". Most of the titles covered in this area will still be available, in one way or another. I'll be covering the adventures from the ultra-famous, the little known and the positively rare. The main aim, however, will be to give you a contact address so you can get your mitts on them.

As new adventures are arriving all the time it is silly to assume that everyone will know about every adventure that has ever been released so I hope that this golden oldies section will be more of a service than a gentle look at the past. In the near future I will begin a similar feature for RPGs - watch out for that one.

TIME THIEF

As the good old text and text/graphic adventure has been largely shunned by the big software houses (they will return, when they see the error of their ways) the only reliable source of adventures are the independent mid-order outfit who produce their wares from home. Such a company is Big Sky.

To my knowledge, Big Sky only produced one

adventure and that was for the C64 - but what an adventure! The title in question is called Time Thief, a disk-only text-adventure written by Don MacLeod. Released around the Spring of 1989 Time Thief arrives on one disk and is divided into two parts: Shadows & Light and Homeland.

The plot surrounds a company who deal in, what they call, "Timessane Travel". Actually the theory is a fascinating tale in itself. Say you and a bunch of friends, aged around 18, want to trip off on holiday. What you'd do would be to take time off your years of old age (when you would assume you'd be old and feeble and not able to enjoy yourself as much). In effect, you could "use" your 77th year, for example, when you are 18 or whatever. Huh, eh? So you would be at a younger age (say, 40) but, by the wonders of Timessane would still have "lived" your full life span (say 60 years).

Although many people used the Time Portals successfully things began to turn sour, though, when some people returned from their time travel crippled, maimed and so on. Jocasta, a top academic travels to a place and time where the trouble appears to originate from. It appears that someone is "stealing"



time and, therefore, causing muchie problems. She disappears, though, so you must follow her to see what happened and, possibly, catch the time thief yourself.

Time Thief is a tour de force in C64 adventuring. Probably the most amazing aspect of this game is the combination of drama of text and no disk required! Now why couldn't Infocom do that, eh? Don has used both machine code and the Quill adventure utility and has utilized every ratty text compression technique to make all of that possible.

The game, which mixes fantasy and SF very successfully, creates atmosphere and will reward careful examination of objects with flowing and elegant prose. Although Time Thief

uses the Quill and, therefore, only allows the basic two word input you shouldn't be put off because the game design never really exposes this limitation as two word inputs are all you will need anyway.

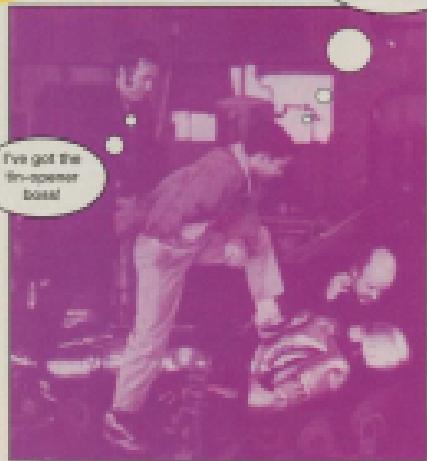
With a wide range of puzzles - some comparatively easy, others utter rods - beautiful text descriptions and responses and all of the atmosphere you could wish for in an adventure you either buy this game or declare yourself as barking mad.

OVERALL - 87%

(CONTACT: Big Sky Software, 25 Old Elanton Road, Dingwall, Ross-shire, IV15 8RQ. Price - £3.95. Overseas add £1.00. Cheques/PO's payable to D.MacLeod)

NEXT MONTH

IN THE ONLY
COMMIE 64
MAG WORTH
SPENDING
YOUR DOSH
ON



SUPER MONACO GP

Read the review of what promises to be the funkiest race game ever, and you'll even have a playable demo on the cassette so you can make your minds up yourselves.

EXTRA PREVIEWS

An extended Thangs To Come section, that'll have more previews than ever before, with all the games that are to be released for Easter.

RETURN OF A COLUMN

Neon Zone, the arcade game round-up, returns with a vengeance. And it undergoes a few major changes too.

AND MORE

Whatever DID happen to those compo results? They'll be printed at last!!! Also check out the list of games that we'll review (as well as Super Monaco GP): SWIV, Predator 2, Loopz, Exterminator, Back To The Future 3, Line Of Fire, Night Shift, Edd The Duck, Robocop 2, Shadow of the Beast, Gremlins 2, Navy S.E.A.L.S., Toki, Pang, Judge Dredd, Wings of Fury, Supercars, Switchblade, Lotus Esprit Turbo, Dragonstrike, Star Control, Stratego. And so many more your knees will quiver.

YC March '91 - More gripping than a leech, and better for you!

OUT FEB 25

The publishers of this bimonthly organ reserve the right to change the contents at a whim, if we so desire.

Please return postage, reserve a copy of YC for me every month. In return I'll hand over my rather cruddy pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME _____

MY ADDRESS _____

Give this to your local paper shop before it blows away!

POST APOCALYPSE



Right you lucky lot, I'll give you twenty minutes. After that I'm off down the boozier with Gooze and Flame Head to see who can swallow the most amount of Bloody Marys without puking. You've only got 19 minutes left...

HAIR TODAY

What was a picture of that famous Furry Freak Brother, Pat Fredddy, doing in the feature 'Picks Out for the Lads'? Me, London

PA: I don't know! I tell you what, I'll phone up Giles Brandreth, that well known boffin of everything

If you've got a question that you need answered, or you've just woken up and realise that you've changed into a tin of Spam, pick up a pen (if you can), and write to: Post Apocalypse, YC, 20 Potters Lane, Kill Farm, Milton Keynes, MK11 3HF.

The Letta of the Month winner gets a copy of the top game of the month, and every letter wins a Post Apocalypse badge.

So there you go, he doesn't know either!

SLIGHT LIST

I have recently read my friend's AGC (Amstrad Computer User), that load of crap, but there was one thing I liked in it that YC does not have and would make YC a lot better. It had programs that you could type in yourself.

I have always enjoyed typing in my own programs, so please can you print one or two programs in each issue.

Also, I have recently bought Hammerlist, I saw it in the shops for £3.99 so I thought 'why not?'

I agree with your review a few months ago and even think you could've given it a better mark. I have got past the first screen, but I can't complete the second, please could you tell me how to get to the third screen.

Levi.

PA - Hello, is that Giles Brandreth?

GB - Yes, who is this?

PA - Can you tell me what Pat Fredddy was doing in the December issue of YC?

GB - Look, if you don't go away I'll call the police.

PA - Yes, but you haven't answered...

GB - Oh, bug off! (Click...)

Finally can you tell me how to get past the locked door on the second screen of Knightsmare (on the December free tape). I think YC is the best computer mag ever!

Matthew Gibson,
Bitterley, Essex

PC: Please, please, please make this last of the munt!

PC: Let's get everybody in the office to vote on whether to make this *Lotta* of the Munt or not.

Rik - Yes!

Helen - Nope!

Evvy - Nope!

Mo - Nope!

So there you go, tough luck! As for the games hints, I'll pass your letter onto Dope, and see if he comes up with something in the future.

We got rid of listings very back because of the tape, and it's unlikely that Rik'll bring them back. By the way, did you know that Rik used to work for ACU? (TEST - The bored readers)

COVER STORY

Ern... Er... Where's the cover to tape no. 8 then ayer?

YC is brilliant but it needs more colour.

Paul Mullett,
Milton Keynes

PC: Who are you Rik?

PC: I think I'll get Rik in here to answer this one. Rik I am a fish, wibble, wibble, wibble! Not tonight Josephine!

PC: There you have it, not even the local asylums know who Rik is, and Rik certainly doesn't. As for the cover to tape no. 6, why don't you get out your pencils and draw yourself

one? In fact, why don't all of you do that and send them in, and we'll give a prize to the best! (See cover that we receive (See a new set of pencils or something).

The graphics of the game are shocking.
2) What game do you think has the best graphics and sound?
3) Why the hell did you put a poster of the robot in Dr Who in the issue?
4) How much is £16.99 in Australian money?
5) What does PA stand for?

That's it for the questions, I'm looking forward to the next issue of YC. See ya!

Andrew Katsiris,
Melbourne, Australia

PA: Cool, Rippin' off! Let's see if I can answer your plotters of questions...

1) His must've thought the graphics were rather good, let's hear what he's got to say: "I thought that the graphics were rather

good! Then you have it! 2) I think that *Last Ninja 3* is just about the best game ever for graphics, sound AND gameplay (and I agree - Ed).

3) Have you ever been threatened by a large metallic beast with a gothic capping gun? I think not!

4) As far as I can tell, with the world's economic state, that you should use this equation: Aussie Dollars = Number of people in Australia x British Pounds x The amount of members of the Flannery family in Neighbours. Therefore £16.99 = about 400 million Australian Dollars (probably).

5) Anything you want it to stand for my initials generally though.

QUESTION TIME

I bought the 8th issue of YC for the first time and it was great. I really enjoyed playing the games on the free tape and I like the pictures of *Ozark* Express and yourself. I also like the Purple Puzzle Page. Here's a few questions...

1) In *Shadow Warriors*, why did you give the graphics 8 out of 10?

LETTA OF THE MUNF



SHOW BUSINESS

Having just returned from 'The Commodore Show' (or should this be the *Amiga* show?), I was extremely worried about the future of our dearly beloved C64.

It would seem that according to the staff of several of the software stalls at this 'Amiga' exhibition, our faithful Commodores are now past their best and are only fit to be consigned to the great computer land in the sky.

Most comments, when requesting software for the 64, were "It's had its day", "Not powerful enough", and "The 16-bit is far superior".

I must admit the only satisfaction I got was from the Ocean stand where a certain character, wearing an Amiga (there's that word again) T-shirt, assured me that Ocean is still going to support us.

Don Langridge, Sevenoaks

PA: Yeah, we were there to (see last month's Data), and things were far worse than dire. Good news though is that companies have not been swayed by the lie that think that the console is no longer commercially viable.

It still sold in buckets loads this Christmas, and with the C64GS now in operation, it seems as though there are trillions of games on the horizon.

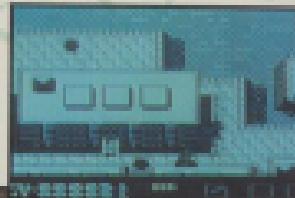
The next time somebody mentions the superior 16-bit machines, do what I do and they'll find it very difficult to peer standing up ever again. And remind them that Nazis made a comeback, and they're disgusting.

TEENAGE MUTANT HERO TURTLES™

It was no surprise to find *Teenage Mutant* etc top of the Crimbo charts, but what sort of game was it? **Duncan Evans**, our own hero in a straight jacket, dropped into the local sewer to find out.

Gah, bloody Teenage Mutant Turtles this. Turtles that you couldn't date (without smelling pants), you couldn't watch on the TV without being assaulted by a four year old episode of the cartoon (and this is an overnight sensation TV), and you couldn't go shopping without some (guilty) appearance by a half wet in a half shell wearing a rubber katana. Congratulations go to Microsoft for having the nous to sign up the longest running cross marketing association for years, and noting the hype all the way to the numbers who spent. But what about the game? Ah yes, well do you really want to play the game? I mean if Microsoft had stuffed the box with stickers, a plastic turtle and a comic then need people would have been happy.

Find out. Thanks for



Other areas, but focus with your audience members, but highly engaged with members of the team. The group includes others in your

Shredder, as you have to rescue her from the sewers, or wherever she's being held. On top of that you also have to work your way towards the Technodrome, home of Shredder, and kick his ass before retrieving the Life Transformer Gun (which will turnatty master Splinter back into his original human form). This being set in New York, no-one would probably notice the difference.

So that's the idea then, take control of each of the burles in turn, as you fight your way through the various levels, searching for April. Though you can only control one character at a time, you need the special skills of each burles at the appropriate time to combat the various menaces thrown at you. Well you're

supposed to but I went through my turtles like a *jmp* instruction at lunch, so never had the chance to employ those sort of tactics.

**Beach turtles
have an unexpected
new ally**

Huge hype, great marketing, but a dull and uninspiring game, and bugger all freebies in the box.

CREDIT CARD	THE MUSIC IS SOFT, and there's no stress.	THE TURBINE doesn't load, but everything else is.	THESE are really there.	IT'S A CHALLENGE
CLASSICS	IT'S LIKE A GRAY DAY	IT'S RAINING	IT'S RAINING	IT'S RAINING
CONCERTS	IT'S A POKEMON	IT'S CHAG	IT'S A POKEMON	IT'S CHAG
IT IS		IT'S A POKEMON	IT'S CHAG	IT'S CHAG
INTERFACES		IT'S A POKEMON	IT'S CHAG	IT'S CHAG

MS-DOS 3.1 Version 3.10. New Version
SUPPLIED Microsoft.
PRICED \$19.95 tape, \$14.95 Disc.

68%

TOTAL RECALL

If you aren't the man you think you are, spare a thought for Quaid, a man played by Arnie, who thinks he's someone else who is in league with the Mars resistance, but is in fact someone else entirely who has set himself up as a friend of the resistance to lead his allies, the authorities to the resistance, while gradually recovering his true memory, which isn't Quaid, or the man, Quaid thinks he might be. Duncan Evans is confused.

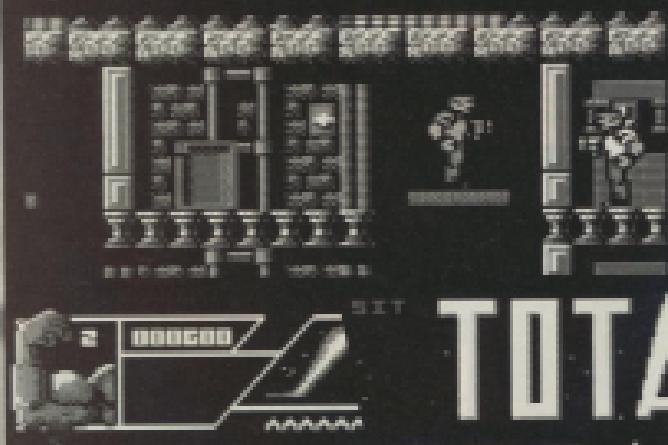
Mars, and one more consequence in the events which lead to it breaking free from Earth control.

While not being particularly complex, Total Recall is certainly convoluted with regards to its main character.

Fortunately this is not the case with the game, which violently walks you through the post-heroin journey you with ease. The running, around, jumping, climbing, collecting and killing is do-

There are four levels all told, starting off on Earth where Quaid has to make his way to a phone box on the other side of the city. On the way he has to collect oxygen (or peron Mung), use power, administer to kill people with and other useful gadgets. Strange but the first level looks like the inside of a warehouse in Milton Keynes rather than a futuristic city. Obviously the programmers didn't have the same budget as *Contra* Pigs.

Platforms and sections is the order of the day here, with a notably chunky looking Arnie shooting around the various obstacles. What's not the platformer, that are dangerous, as the alienized hulking pigs that abound. In this Total Recall shares a characteristic of *Elephant*.



Holy, you can tell that this isn't your run of the mill Arnie flick, can't you? I mean, he's got so much paid your only recourse is to slice holes through anyone who gets in your way. Philip K. Dick (deceased) was the guy responsible for such classics as *Do Androids*

Drive My Car, *Blade Runner*, *Unknown and Dangerous*. Total Recall is a nice story about revolution in the setting, www.ign.com

TOTAL RECALL



Antics, which is also reviewed this month, and that's so that you can fully tell where some of the pits are, after you have fallen into them. How this is convincing enough, but considering you only get one life with no continue options at the beginning of the game (although they do appear when you get further into the game), it's positively bloody infuriating.

If you get past this level then it's drive your car time, which is based on the weakest part of the film, the Johnny Galt chase. Avoid the chasing police cars, including having an unexpected encounter with the authority and you can get to the level three. Now Quaid and Medina meet up with

Benny, a mule taxi driver, who, while leading them through to the rebel hideout, also sets them down the path further in the film (oops, given the past away). Anyway, as you go with level four, and more platform action, as you race through the rebel hideout, and on to the alien complex at the head of the mountain. This is a race against time, as a bomb has been placed inside the alien complex, which, if it explodes, is going to kill everyone's dad.

It does sound a bit uneven (well you try packing two hours of fun into four levels), which makes it a good idea to watch the film, or video, before playing the game. At least then you'll know

REVIEW CARD

4-SONICS

- Good
- Easy with personality
- Fun
- Challenging
- Lots of nice scenes
- Sharpy graphics and story
- Lots of presentation

- Not exciting
- Storyline off
- **4-SONICS**
- **SHARPY**
- **REVIEW CARD**
- **84%**

NAME: Total Recall.
SUPPLIER: Ocean.
PRICE: £19.99 tape, £14.99 Disc.
RELEASE DATE: Buy now.

A pretty damned good film conversion, with tasty graphics and sound, but can be terribly irritating in places thanks to the trial and error method of progression.

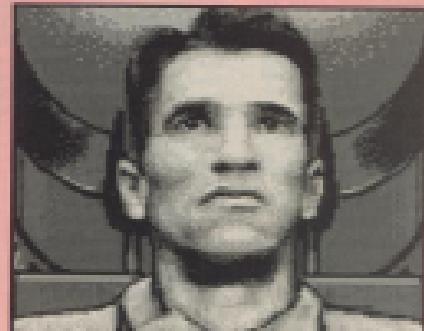
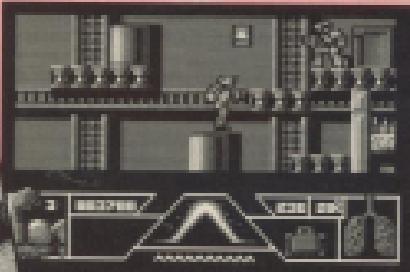
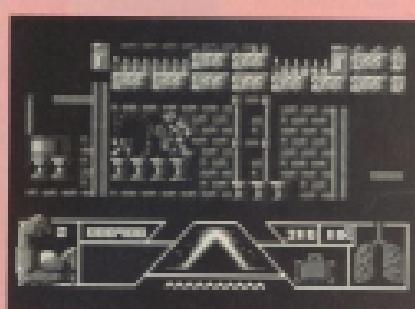
what's supposed to be going on.

Frankly the graphics are pretty soft, I mean just compare this to the similarly Turtle game, and the models and FX are well up to

scratch. It really does help if you watch the film first, all of which makes the game very enjoyable to play, even if it is far too tricky.



• Could it be that Arnold's next film should be *bugger-off*? What's a hard-boiled Woody Mannix with a severe attitude problem and a tendency to say "Don't drink and drive"? I don't think not. On the Arnold Movie front, he doesn't even deserve being on the same screen as you the moment!



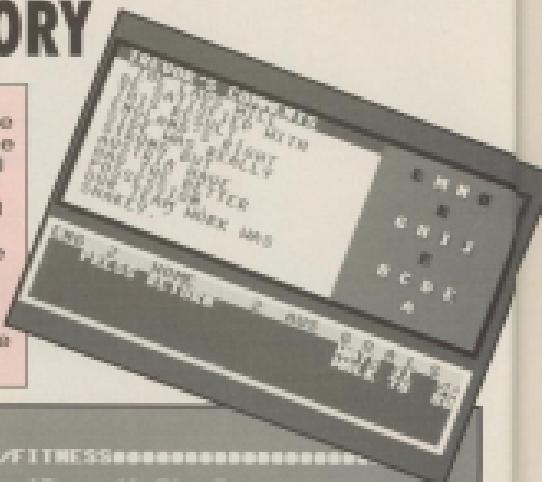
TREVOR BROOKING'S WORLD CUP GLORY

Some people say that timing is everything in football. What time the pubs open, what time you get to the ground, what time you beat the hell out of the other supporters, etc. Trevor Brooking used to have good timing when he was a player, but that was some years ago and since TBWC2 has come out six months after the main event, his powers are obviously on the wane. Duncan Evans catches up with the old codger.

Challenge Software is well known for its strategy games, but not for all action entertainment graphics. Trevor Brooking is well known for his instant commentaries, but equally not for all action graphics. Bring the two together and ville strategy may win out, you don't really expect visual excitement.

Thus, if you hadn't guessed (because you were thick or something) is a game of the last world cup, so quite why greyhair Trevor has endorsed it is anyone's guess since the world cup he played in was in 1966. And that didn't involve much glory either, 'cos both him and Kevin Keegan couldn't score the goals we needed against Spain.

However, you have inherited a team which has suffered a series of depressing results and is now well and truly downhearted. Your task is to restore the confidence of these witness one-clapped blind mutes to Germanic arrogance and raise the skill level to, er, Germanic excellence. In



WORLD COACH/FITNESS

HOURLY = 15 (1-5) S
 COACH (TO/AW) COACH COACH

PLAYERS SHOWING IMPROVEMENT

PLACE
 1. HALEY
 2. COLEMAN
 3. HARRIS
 4. JONES
 5. SMITH
 6. BROOKING
 7. HODGSON
 8. CHILLAM
 9. BILL
 10. WALLACE

PRESS RETURN TO CONTINUE

Of course some players don't never improve - the whole of the Arsenal team for a start, and the Lutonians, Hawkers, and Boreworts under-twelves (though TBWC2 is bad, every team in the entire world would have a job to get to the unbelievably spiffy standards of Liverpool FC - they've yike hand and no mistake!).

short you have to qualify for the world cup, and then win it. Along the way you can test out new strategies and bolster the confidence of the boys by playing deadbeats like Albion.

That was the plan, we level 2-1 and half the squad committed suicide the next day. Each player has

an ability and a fitness rating, and you can train both of these elements up between games. It's surprising to see the form of some of your stars soaring so wildly though. Unkle might be rated 4-4 this month and 10 next month. The other thing training can improve is team work, though the

value of this is questionable. Even with team work rated as good, with decent players sprinkled throughout the squad, and playing an ordinary 4-3-3 formation, England still went down to Albion.

The actual process of entering players into the squad and from there into

卷之三	卷之四	卷之五
卷之三	卷之四	卷之五

卷之三十一

the team formation is unbelievably tedious. I mean, you'd think Challenge would have the sense to carry over the players from one game to the next instead of forcing you to re-enter every player for every game. This results in a lot

Formation is important, as is getting the ball down the wings, though the number of shots on goal that your forward line

graduate is sometimes not accurate with regards to their academic and career

At half time in a game, be it world cup or friendly, our mate Fred sticks his ear into the proceedings with such telling comments as "The lads will be disappointed with this first half. England's right side looked strong but Albania had the better chances and persistence." To very much Fred, there's a bundle of estate on the

TEN THINGS YOU NEVER KNEW ABOUT TREVOR BROOKING*

- 1. He didn't play for Farsley Celtic in the Woodmills League.
- 2. His dad was called Mr Brooking
- 3. His mum was?
- 4. Trevor means 'Dark haired wanderer who likes noise' in Eskimo.
- 5. He scored the winning goal when West Ham beat Old Etonian Strikers in a FA Cup tie in 1979.
- 6. Trevor likes Bourbon biscuits with a hint of mustard.
- 7. Mr Brooking is one of the BBC's highest paid commentators, earning in excess of four million pounds per match.
- 8. My aunty used to know someone who lived in the same street.
- 9. Trevor prefers lime green socks.
- 10. Despite everything, he is still one of the boys and can be found dog barking at the local pub most nights of the week.

"But only three of them are known."

Not only match display
which tells you as results

So I wasn't expecting graphics, but I was expecting polished gameplay and professional displays (and not just from the team). Would you believe the Spectrum version is far more polished than this amateurish looking C64 game. While there is a reasonable football game under there crying to get

(d), sleepiness and unproductiveness have rather increased. It

There are even five skill levels, with the first and easiest being challenging, and the rest getting harder. Very balanced I'm sure.

Average sums up the actual game, but shoddy sums up the way it works, and the look of the whole shooting match.



Trevor Brooking's world cup glory was at least nine years ago, which explains why all the menus and text looks so outdated. Difficult to actually use, the gameplay doesn't make up for all the shortcomings.

60%



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Version 1.0 | Page 10

10 of 10

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35,000 over time for personal items

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GAZZA II

Howay the lad! Gazza's finally made it again, but is this second attempt at footy fun just fog on the pitch or Georgia joys? Milk Henderson slaps his Gazza and Friends LP on the deck and wonders if he'll end up crying after loading Empire's latest effort.

From 12-year-old spotty adolescents who use nail varnish, but have never had a hair on their face in their lives, to 40-year-old women who are made goosey at the thought of a young man who cries almost like a nineties' *Timmy Tears*, everybody's heard of the mind-boggling entity that is Paul Gascoigne (apart from one old crumbly judge with his public school tie shoved firmly in a place where only the headmaster has been before).

And it seems that footballing brilliance is not enough to qualify you for superstardom nowadays. You need to keep a few bucketsfuls of salty powder to be recognised as a hot merchandise property. Just think what the world would be like now if Pele had blown a nose-full of sand into a hanky and snivelled when he missed that famous pitch-length shot in the 1970 world cup.

But maybe shedding a few tears is not all it comes up to be, because it mustn't be forgotten that Gazza, the who-was-to-be left behind instead of playing for England in the 1990 world cup, vowed us

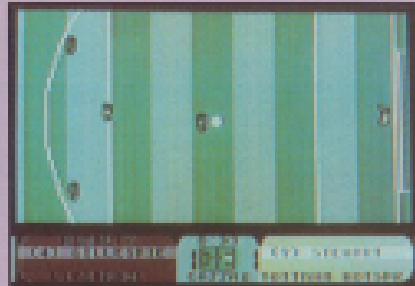
all with a superb turn of soccer skill that made him invaluable to the team set-up.

I'd like to think that it's down to this reason that a latest game has been released with the nickname embazoned on the cover, that and the fact that the previous attempt was a flop. There was a need to make up for the former disappointment.

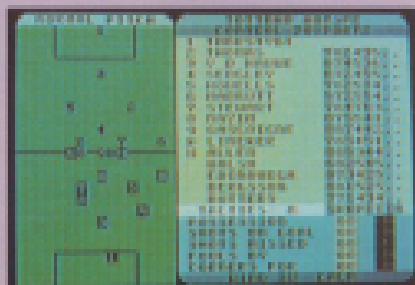
So how has it been done? Well, you remember Kick Off don't you? Picture that in your mind, flip the screen the other way (horizontally scrolling, instead of vertically) and glue the ball to the player in control's leg and you've got *Gazza II*. Oh yeah, allow it down a notch or two as well.

It's not all been done before though, in fact *Gazza II* tries desperately to be different to any other footy game. It certainly manages to cram a lot of strategy and what could be passed for management. The only problem is that it seems to be for this fact alone that the game falls below the excellent level at which its sponsor so often performs.

You see, every player has an individual level for



GOALKEEPER
DEFENDER
MIDFIELDER
FORWARD
SUBSTITUTIONS



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stamina, running, kicking, passing, control ball, and tackling and at times it seems that the committee is having problems coping with the vast amount of factors in just simply running the ball from one end of the pitch to the other. Therefore, even the fittest player on the pitch runs as if he's done something rather nasty in his shorts. And there's also the captain to be injured, when this happens (and you've got no more subs on the bench) you may as well go make yourself a nice cup of tea 'cause it'll take hours to get from one end of the pitch to the other.

This said, Gazzza II still offers a lot. It's far better than Kick Off and Kick Off

2, for instance, and graphically it beats the logo man style of most of the other efforts. And it's tonnes better than the original game. In fact there's only one game that's better (in my opinion), because it has many more options, and that's Manchester United.

If there was more of an incentive to play, such as a league or cup, as well as having different weather effects and pitch type (which it does very well), it would be worthwhile suffering the speed at which the game plays. I suppose we could be grateful though that there's not even a musical note that coincides with 'Fog on the Tyne' or 'Geordie Boys'.

**GREEN
CARD**

• No tester	• Money	• Motivations	• Journeys
• That's my	• Money	• Speed	• You've spent
• 4 BONUSES	• GRANARIES	• 4000 RINGS	• Half an hour
• track paths	• automated	• doesn't	• running
• Gazzard	• random	• doesn't	• running
• Friend U.	• pitch	• doesn't	• you'd
•	• scratchy pretty	• needs	• need
•	• real	• to	• to
•	•	• make you	• make you

NAME: Gazzza II.
COMPANY: Eidos.
PRICE: £19.99.
RELEASE DATE: Out now.

DETAILS:

78%

There's enough crammed in to satisfy most, and you'll probably play it far more often than Gazzza wears Brut.



THE BUDGIE COLUMN

WITH DUNCAN EVANS

THE SKORES

NO SKORES - This game is too abysmal for words.

O - It'd probably be worthwhile using the cassette to record an E.M.U. single on or something.

0 - Not even worth a look. It's only appeal would be for amusement.

0 - This is an average budgie game, and would

probably fill a gap on a rainy Sunday afternoon.

0 - This game is rather splendid really, but it looks that certain

something that determines a 'must buy'.

0 - This is the best

you're likely to get for

your pocket money. Well

worth raiding your piggy

bank for.

TIGER ROAD

KIXX £3.99

My name Lee Wong, and mission is to free kidnapped children from grasp of Ryu Ken, an sound evil chappy. If children on not freed they become soldier slaves of evil Ryu Ken. Ah plenty thin plot thinks me, but being jolly good chap will try to free poor children.

Also, at beginning of quest, I am transformed into scaly kinda chap to big with plenty of muscles you. Even better I have big choppin' in hand, and am hitting minibus dudes over head with it. Ouch, dat bring tears to eyes I can tell you. Once, oh suddenly discover ability to jump like locker up bottoms. Sure need it. Fine chips ya, sideways scolling not bad, but music and sound effects plenty plop. Idea to kill big number of bad dudes on each level before can take on Mr Big bad guy. This ain't so easy chaps. Tiger Lord startin' to show age and not weevy as good as you think. Plenty tough too, and at new Kixx price I say save pennies.

RATING: **0 0**



TWEET
TWEET

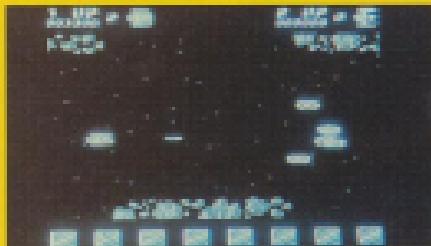


THE BUDGIE COLUMN

DELTA

KIXX £3.99

There was a time when the C64 market was flatter and more bored than it is now, a time when everyone was looking at their C64 and thinking, maybe I should buy an ST, or maybe



sparkingly good sideways scroller. Delta is not that game. Delta is the one Stevens Fosselius came up with after Sandon, and unfortunately showed that Stevens really didn't have any imagination.

Delta is also a sideways scrolling blast fest, but one with a tortuously difficult method of acquiring power-ups for your desperately sluggish and torpid fighter. It does have some sort of plot, but you wouldn't want to know it, and features a cunning method of exchanging cash from destroying aliens, into big boy weaponry. If you run over an icon that you can't exchange cash for, it destroys you (talk about short tempered).

Graphics and sound

80%

100%

are reasonably good and slick, but Delta offers little for today's gamester at this price. The most telling point is that shortly after completing Delta, Stevens joined the Norwegian Army.

RATING: 0 0 0

KAMIKAZE

Codemasters
£2.99

Who can resist a game which proudly offers you the chance to become a successful Kamikaze pilot? With pearly graphics reminiscent of

twenty bottles of dog breath strength cider, and that year was 1987. As is the way with these things, along come Bannister and though completely derivative, it was a

ELEPHANT

Duncan Evans reckons he has the memory of an elephant, we thought the resemblance was more in the nose department. Either way he drew the short straw and got to review Elephant Antics.

Poor little elephant, there he was playing away in his native jungle, when suddenly, bad wobblers came and stole little elephant away. Day wanted to take him to a zoo, but little elephant he was clever, and he jumped out of the aeroplane and glided down to the ground with his umbrella. And now you have to guide the little elephant all the way home, starting off in France.

Pass the sick bucket, it's another of those cutie games, but this time with real six year old mentality and not just cute graphics (which aren't that cute anyway). So you've got control of the elephant, armed with jumbo snail power from his umbrella and jumbo exploding pie power from his... er, I don't think we should go into this. Anyway, armed with a prodigious amount of

elephantine lives, you have to leap and jump, and leap (with the umbrella) your way around hundreds of trap laden platforms as you attempt to get home. Unfortunately, Elephant Antics is one of those games where skill counts for nothing as you explore. You explore a bit, and find all the traps. Then you play again and jump over where you know the traps to be but can't see them. I hate this sort of game, it artificially makes you play longer, by forcing you to play the same bits over and over again as you slowly navigate your way through the hazards which you can't see coming or avoid, as you don't know they are there until you've either run into or fallen onto them. Grrrr.

Then you've got all manner of indigenous life forms out to make your life hell as well, and with pure inventive genius the chaps



ENT ANTICS

have come up with... guess what for France? Just guess. Frogs of course. Left? I nearly strangled the cat.

Controls are okay, thank god, and when telling your descent is controllable, so if you miss a jump then at least you can try and guide yourself down to safety, and of course it makes up depths from falling 20 feet (which would be quite unpleasant for an elephant actually). So full marks for making the mechanics of the

game playable. The music is predictably party balloons and lemonade type of party like, with jolly sounds all the way through, and the graphics, while hardly impressive, are pleasant and some quite jugh! I hate myself for admitting that in places, I just don't like the damned design! Other than that you can't really complain. So those with plenty of patience and a love of this sort of game step forwards, and you can have my copy.



CREDIT CARD

• EASY, cool	• The	• I
• nice pixel	• design is	• I liked it,
• gooney bird	• posited	• HALF LIFE
• 40 BONUSES	• bonuses	• but if you
• like if you	• 40 BONUS	• like this
• like that	• making	• sort of
• sort of	• you play	• thing it'll
• thing	• again and	• keep you
	• again,	• going for
		• eggs.

NAME: Super Antics.
SUPPLIER: Codemasters.
PRICE: £2.99. Ages:
10 and up. Out Now.

(NBA)

73%

Another cutey game, this time from the pre-pubescent Codemasters, geared towards progression by error and repetition, that doesn't score highly in the graphics department, but is certainly playable enough.

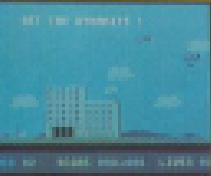
a public domain version of Wings of Fury and music that sounds like a Japanese band trying to play Western music on badly tuned instruments, initial screens were not good with this.

Codemasters attempt, but, how wrong we were, those lackluster graphics strained and animated to their utmost to give us a game of unrestrained Japanese and 'Who won the war anyway' jokes.

The object is to shoot down a fighter, collect its supply of explosives before they hit the ground, then dive bomb the gates of the tower holding your fellow yellow pencils hostage.

Succesd and a new level featuring more tanks and jet fighters, jetpack riders being lowers, and all sorts of other rather silly and out of place aeronautical contraptions complete.

Though hard, and requiring Mongoose like reactions rather than actual timing and perception, Kamikaze is silly good fun, though it might offend limp-wristed lefties and Jap



sympathisers. But then who won the war anyway?

RATING: O O O O

KLIK SNAX

Codemasters
£2.99

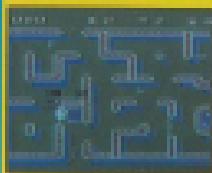
If there's one thing you can rely on the Oliver twins for, it's a simplistic game with little or no scrolling, environmentally damping (importing MacDonalds is despicable dear boys), and usually quite good fun for the under 10s. Klik Snax is much the same game as Fast Food (javae down to the title), which was a previous Pacman style game.

Klik Snax is basically more of the same, with a couple of cute characters, the object of rescuing Fluffles and leading them

to safety. All that needs to be done is to feed for the hatching Fluffie eggs, run over the boards and lead it to safety before the horribly wobbly monsters eat them.

Simple stuff, not a great deal of fun to play, the graphics don't impress at all, though some of the characters are engaging enough, I'm afraid Klik Snax isn't very tasty at all.

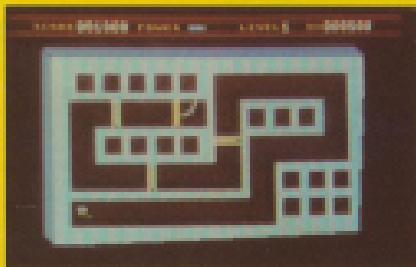
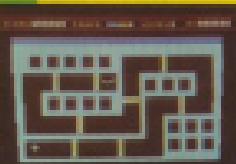
RATING: O O



59

Every you might think, if you hadn't played it, but there's a catch. The ball isn't allowed to touch the walls of the course, which makes it like one of those puzzle traps.

THE BUDGIE COLUMN



TILT

Code Masters
£1.99

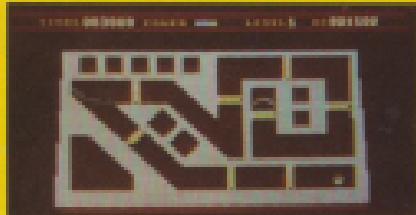
According to David Cawing, you have to play this game to believe it. That isn't because the packaging is full of lies, but because the actual game is somewhat different from the rest of the rest games, and certainly a departure for Codemasters, it shows a spark of originality.

The object is to tilt a playing board so that a ball can be moved around a maze, and deposited down a hole.

Over the next fifteen minutes did you still see it in full? An odd form where at each time you tilt the table so you can't tell around, you can't see up, which rapidly runs out. There is a backup power available, but unless you are near to finishing then you've had it easy.

After four easy courses come the one with traps, and then the ball gets bigger. Good stuff, in a mindless sort of way, but it does offer an interestingly different challenge, and is a laugh for a few minutes on a wet Sunday evening.

Rating:



THANGS

So what's new chums? Well the year's fairly new, and Rik's haircut is almost keeping up with today's fashion. Sometimes a software house even lets him into their offices to catch what hot new products are coming our way, so let's hand you over to Rik Henderson on location somewhere in the country.

So it's finally happened eh? After years of warming, and global warming, we're ruined not just our own high street but the entire teleooy world. Not just the local chip shop has had to shut down, but the whole of nature has hung a 'gone to lunch' sign in its window and bugged off. But are we happy? Are we heck!

In fact as fast as you

ON THE DRAWING BOARD



can say "goodbye Coone layer" you've got a plan to



NAME: MOTOK
SPECIES: BANANAS
GALACTIC RANK:
NEURAL CAPACITY:
PHYSICAL CAPACITY:

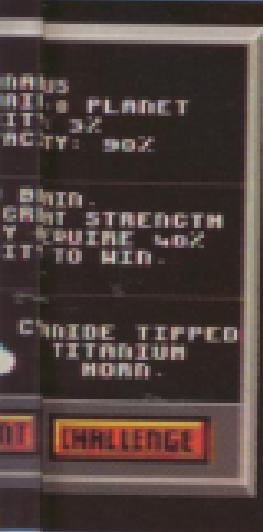
MOTOK HAS NO FEARS
DESPISE HIS OWN
YOU WILL ONLY
NEURAL CAPACITY

FEATURES:

ITEMS:

6 TO COME

SUPREMACY



populate OTHER worlds and, I'd wager a large amount of cash, probably wreck those as well.

Melbourne House's (God, are they still around?) new strategy game allows you to have first hand experience of planet domination, in this latest attempt at capturing the Sim-City fans. What is weird though, is that Supremacy was developed and programmed initially on the 16-bits and seemed to use much of the powers that those particular machines offer. On the C64, and this is the weird part, there seems to be no cut backs in anything (weird). Gameplay, check! Sonic, check! Even graphics are there in force.

But the biggest question is, was it any good in the first place?

Most 16-bit mega thought so, and even compared it to such greats as Millennium 3.2 and Populous (two games that, sadly, never made it to the console). Its strength lies in the fact that although the strategical part is fairly complex and engrossing, there are five progressively harder computer-controlled aliens, that also have

similar goals to yourself, to defeat. But defeat them at what?

Planet domination of course! You have several planets in a solar system and you have to populate and defend each. When you have set up your base camps on some of them, and your opponent. Likewise, you can then attack the alien's worlds and become ruler of the whole system.

This is not that easy because you have to populate and build an army up on each planet by converting it from a truly barren lump of rock into something that can support life, and this all takes a lot of thought and time.

Supremacy has been in development now for almost two years and it does tell. There is enormous depth, and it certainly seems a lot more polished than Sim City was on the C64. Strategy game fans should be salivating in the prospect of getting their grubby mitts on it. We'll be given you a full review next month.

CREDIT CARD

NAME: Supremacy
SUPPLIER: Melbourne House
PROGRAMMER(S): Probe
PRICE: To be announced
RELEASE DATE: March '91

GAUNTLET 3D

ON THE DRAWING BOARD



Those were the days, eh? When four sweaty hippies were crammed around the largest coin-op in the arcade shouting things like "I'll get the potion!", "You shot me you biffus!", and "Aargh, you're stepping on my tail!" And boy did that machine gobble up the credits when you'd managed to get yourself and your team down to the fifth level and the whole party were surrounded by death. The youngest of you will probably think "what the hell is he talking about, the big lumaxx?", but the rest will cry in unison "GAUNTLET! Ah yes we remember it well."

It was a classic, and even though the home computer version was a little lagged, that was a classic too. So was its sequel, and The Deeper Dungeons, with tonnes more traps and loads of new features, but unfortunately all the clones seemed to spoil the fun, and now we come to expect multi-player games as a way of life, if it ain't got it we ain't buying it.

Therefore there seemed to be nothing more that could be done to raise the popularity of what was one of the world's best concepts in game design.



Sorry there is no way back for the top-down maze game, with creeplies and crawlies, and treasure chests and traps, and exits and teleporters, or is there?

through a Lair Ninja type of perspective where you see the action from a sort of squilly 'from the owner' viewpoint, and although the gameplay remains very similar, there are more

monsters and, more importantly, four new characters to choose to play with. Again you can invite a friend to participate, but you're more likely to spend most of your time oggling

at the wicked graphics than smegging the plethora of ghouls.

The major difference, though, is that there are only eight levels of play, unlike the hundreds adopted by the original, but each one will be quite enormous, and will involve more puzzling and arcade-adventure style gaming than ever before.

Although it's taken a long time to reach us you can bet that it's been worth the wait. Gauntlet 3D is the original concept being brought right up to date, and if it was anymore 'happening' it'd be wearing Flares and listening to the Happy Mondays.



Actually there certainly is, because US Gold is about to resurrect Gauntlet completely, with the introduction of Gauntlet III in wonderful 'seeing is believing' 3D. This is

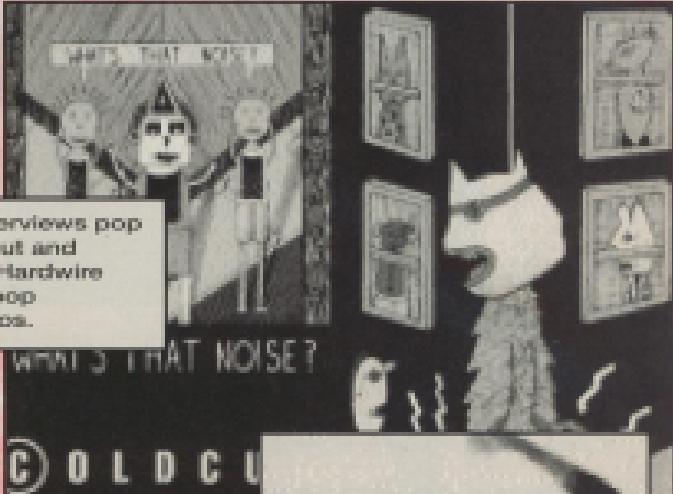
CREDIT CARD

NAME: Gauntlet 3D
SUPPLIER: US Gold
PROGRAMMER(S): Software Creations
PRICE: To be announced
RELEASE DATE: March '91

CYBERFUNK

SCENE 1 -
THE INTRO:

Unless you've been hunting obscure breeds of mice in the Brazilian Savannah for the last three years or have managed to shrewdly ignore chart-



WHAT'S THAT NOISE?

COLD COLD COLD

So just who are the responsible parties?

SCENE 2 - THE
MUSICIANS:

"I used to be a Detourist," says Matt Black, half of Coldcut. He used to be a computer programmer (on an, ahem, Amstrad CPC - a computer which had a market profile as high as an ant in a sandcastle - even when it was first launched) and a biochemist - he even built a synthesiser at school - while partner Jonathan Moore was a silversmith and an art teacher. They met in '86 and, as the intro to "Ham to Hart" goes, "When they got together it was murder".

Asked about computers, Matt offers



Xanadu II and Space Ace as favo games but adds "I really got into Golden Axe. Me and a mate spent pounds on it. More vry

spend in StarGlider 2, though. I'm also into 3D Tank games."

Coldcut don't just play games on their hardware,

As well as using speakers for music, Matt says: "I had an Amiga and used creative software with it - now I've got an Amiga. A lot of them have up lvl1 even hasn't and I've got a great Cyberpunk package." In fact, Matt designed many of the video's graphics. "I've always drawn, my old man's an artist". He uses DeluxePaint and has a Polaroid palette machine to get hard copies. His favourite of the video's tracks is "Ride the Phoenix", because most of my Amiga stuff's in that." He adds, "I'm totally into Cyberpunk and Philip K. Dick is a continuous source of inspiration."

With this project as in most others, Colcout doesn't make a major physical appearance. "Joe and me are more mad scientists in the background."

Concluding he says, "I know one day machines would get cheap enough for good graphics. It's party time for everyone now..."

SCENE 3 - THE CREATORS:

Robert Pepperell and Miss Manson run Handwin video predictions. The two left college two years ago and wanted to carry on using computers. So they did. They've since enhanced an added twenty graphics, and such will not only for Colcout but for lesser City, Spacemouse, The Darling Buds, Lisa Stansfield and The Fall (there again).

"It started off with DTP and design but we'd always really been into video, we were also very into computer graphics and their potential," explains Robert.

Handwin's greatest achievement was "In Deep", Colcout's Christmas single. "It was the first broadcast quality

video produced completely on microcomputers," offers Robert. "It made the point to a lot of people that you could do fun animation on relatively cheap hardware.

"There's no correlation between the quality of the video and the amount of money spent. There's a general truism about quality, we're trying to break that down and to stretch the hardware to the limit, trying to produce new and different effects. We try out new technological combinations, we're having a good time with the technology and make a living out of it."

How do they go about designing and making a video, then? "We never actually plan what we do, we improvise! The inspiration is partly set off by lyrics in the songs but we also try to make the video surprising. We're always trying to come up with something wacky and new."

"The better a song is, the better the whole thing is eventually. You have to try much less hard with a good thing to keep it interesting."

"I think Miles would really like to do a video for Public Enemy. Any band that's musically interesting - not bland US rock that we have no sympathy with."

Have they ever come up with something really weird yet? "The video we did with Colcout and Mark E. Smith (of the Fall) is so weird that people can't watch it and there was an image in the Queen Latifah track of a creature with thousands of arms. We've not allowed to be as weird as we want to be."

They've been looking at demo disks recently.

"That's where we see it happening. What these young programmers have got out of the Amiga is



incredible. Their programming skill has to emerge somewhere, it can't just disappear but there are no outlets for computer graphics. That's probably why the PD network has sprung up. Something's going to happen."

"There's no recognition of this kind of art. That's because these sort of

institutions (such as the Arts Council - who fund out cash to struggling artists at, more often, even 10) are run by forty and fifty year old men. Perhaps when they die things will change..."

The Colcout 'Longform' video will be out soon from Big Life Records.

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DRAGON SCREED



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